PRIMA GAMES

GEARS 4

Introduction

Twenty-Five Years Later...

The problem with living in peace is you don't realize how good you have it until all hell breaks loose on your doorstep.

The Coalition of Ordered Governments, reassembled under First Minister Jinn, has taken a heavy-handed approach to security in the wake of the Locust War. Settlements built by highly efficient robots known as DeeBees serve not to wall intruders out, but to contain the civilians within.

Those who choose to live on their own, beyond the COG fortresses, must tread lightly or risk swift and merciless retribution by an unforgiving government. Some of these Outsiders live together in self-sufficient communes complete with their own gardens, fortifications, and utilities. Others, like retired sergeant Marcus Fenix, live alone, passing the days mourning the loss of their loved ones.

And then there are those like JD and Del, two COG enlistees who went AWOL from officer training, not only making them criminals in the eyes of the government, but further infuriating their parents who advised them not to join the COG in the first place. Their decision to team up with the daughter of an Outsider only makes their defection all the more troubling to Jinn.

Family arguments and political indiscretions suddenly seem petty when an unexpected threat rears its very ugly head. It's been 25 years since the Locust species was annihilated, but now a new species has risen. Far larger and deadlier than their predecessors, the Swarm don't only seek to kill off the humans of Sera, but abduct them. And the only thing worse than being killed by a monstrous species is being captured alive by one.

As JD Fenix, it's up to you and your friends Kait and Del to not only discover the origins of this strange new menace, but to save those loved ones who have already been abducted. The peace on Sera has been shattered once again, and it's time to set family squabbles aside and embrace the Fenix legacy.

The torch has been passed; it's up to you to carry it now.

Introduction

About This Guide

It brings us great pleasure to return to Sera, to hear the roar of the Lancer's chainsaw bayonet, and the squish of an enemy's curb-stomped head. Though the corporate names behind the game and this book may have changed, many of the people responsible for making them have not. Both as fans and as the team behind the prior *Gears of War* strategy guides, we know what gamers need from their guide. And this book has it all!

- Concise, spoiler-free campaign walkthrough that efficiently guides you through each chapter and includes tips for Co-Op play.
- Detailed maps that reveal the location of every collectible, hidden weapon, and ammo cache.
- Weapon stats and strategies for every weapon in the game, for both the campaign and multiplayer modes.
- Multiplayer tactics for every gameplay mode designed to help you master every mode and map, no matter what playlist you choose.
- Full-color multiplayer maps reveal every weapon location, spawn point, and choice piece of cover for Horde mode.
- Complete launch listing of all Cards, Achievements, Ribbons, and much, much more.

The Next Generation

The Squad

Childhood friends JD and Del have always been there for one another, it's just what soldiers do. Times are different now—the chain of command begins and ends with First Minister Jinn—and JD and Del have chosen to live beyond her reach. Together with their companion Kait, the trio works to find their place in a world threatened by an unforeseen threat of monstrous proportions. They're not alone, however; they've got help. The trio are seldom without a fourth, older, companion.

JD FENIX

The son of Marcus Fenix and Anya Stroud, JD grew up on his family's villa, far beyond the walled confines of sanctioned COG territory. From a young age, he was surrounded by stories of his war-hero mother and father. Upon graduating from an elite boarding school in New Epyhra, JD entered a COG officer training program, much to the displeasure of his father. There, JD caught the eye of the ambitious First Minister Jinn, who selected him to lead a unit of security Deebees. Following a classified incident that left JD deeply disillusioned with the COG, he and his best friend, Del, went AWOL. They eventually wound up as fledgling members of an isolated Outsider village. First Minister Jinn, meanwhile, views JD and Del as enemies of the state.

DELMONT "DEL" WALKER

Del lost both his parents in the difficult aftermath of the Locust War, before the COG had completely reasserted its control. He became a ward of the state, but due to his intelligence and good nature, he was siphoned into a boarding school for gifted (or, failing that, rich) children where he met JD Fenix. Much like JD, though for very different reasons, Del was a loner, but they had an essential woundedness in common, and quickly became best friends. Before long, Del was joining JD on visits back to the family villa and becoming a de facto member of the Fenix family. Alongside JD, Del commanded a security Deebee unit, until a disastrous mission shattered his faith in the new COG. After convincing JD to go AWOL with him, Del wound up in an Outsider village, eager, as always, to build bridges between people.

KAIT DIAZ

Kait was born and raised in "the Wilds," which is the official COG designation for all territory outside its formal jurisdiction. Despite her proud Outsider status, Kait has deep family ties to the COG: her late father was a decorated Raven pilot during the Locust War. Today, Kait's mother, Reyna, is the leader of her isolated Outsider village, though many view Kait as her heir apparent. Raised to be self-sufficient and fearless, like all Outsiders, Kait has an essential curiosity about COG life that her mother regards as worrying. Even more worrying to Reyna is Kait's growing friendship with the most recently arrived members of their Outsider community: JD and Del. Reyna has thus tasked Oscar, Kait's uncle, with making sure Kait doesn't draw too close to her new friends.

The Next Generation

Supporting Cast

Even though players only actively control JD, Del, and Kait (the latter two during Co-Op play only), there are several other characters vital to their mission—and the fate of Sera. Some assist in combat, others provide tasks, and yet others may even appear to actively oppose them. Nevertheless, the rise of the Swarm is far too big a threat for three young friends to tackle alone. And though there may be others watching out for them behind the scenes, these are the people supporting their efforts directly.

OSCAR DIAZ

Oscar fought in a number of major battles during the Locust War, earning several medals for valor, all of which he threw away. Today, he views his niece, Kait, as his surrogate daughter; Reyna, meanwhile, regards Oscar as her most trusted advisor and oldest friend. Oscar's main duties in the village are running its animal-breeding program and providing young Outsiders with combat training. When JD and Del arrive in his community, Oscar views them with suspicion, regarding them either as spies or dupes, depending on his mood. A lover of wine, women, and song (but mostly wine), Oscar is frequently hungover—but never anything less than a fierce and deadly fighter.

REYNA DIAZ

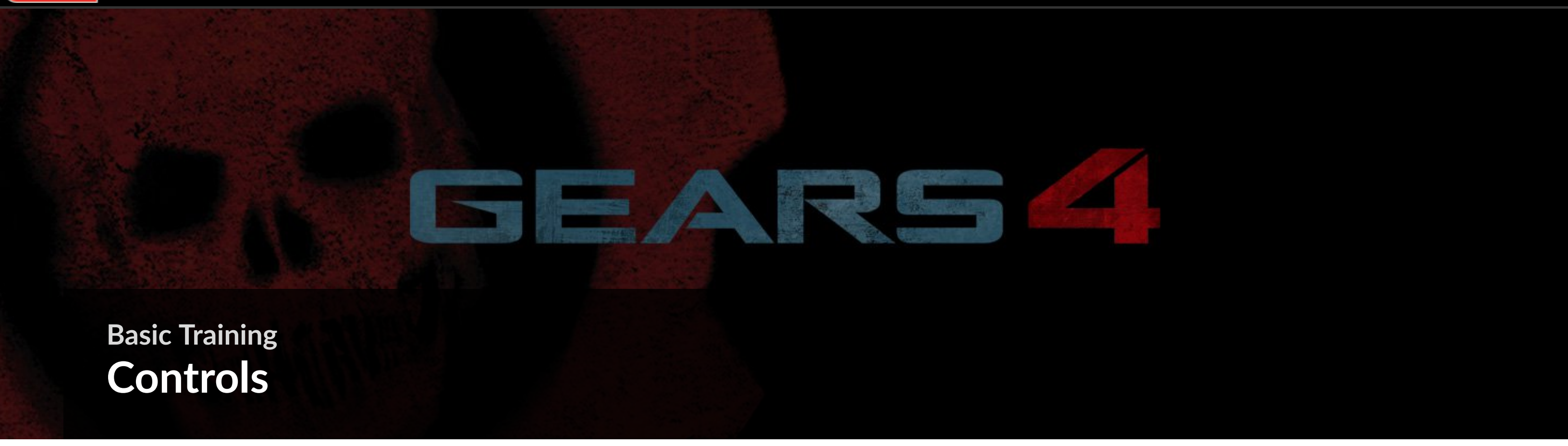
During the Locust War, Reyna grew up among the Stranded, her mother dead and her father a former scientist who had come to distrust the COG. When the war ended, she, like many Stranded, were corralled into mixed encampments on the outskirts of New Ephyra and gradually reintegrated into society. It was there that she met her late husband, a skilled and decorated Raven pilot. Soon, it became clear to Reyna and her husband that the new COG's vision of civic harmony meant obeying its many and varied lifestyle strictures, and from there they led a small group of dissenters into the wilderness, eventually founding one of the first Outsider communities. Following the death of her husband, Reyna became her community's undisputed leader, and today is widely viewed by her people as tough and fair-minded.

MARCUS FENIX

For the first few years after the Locust War, Marcus had high hopes for the COG, and continued to play a limited but active role in its growth and consolidation. Although he turned down several commissions and generalships, he offered advice and counsel to the leaders of the new COG. However, when it became clear that the new COG was more interested in authoritarian control than civic-minded rebuilding, Marcus withdrew from political life and retired to his villa with Anya, spurning contact with all but a few of his old Delta squadmates. Despite some idyllic early years of fatherhood, Marcus's relationship with his rebellious son eventually became strained. When JD announced he was joining the COG over his father's objections, Marcus washed his hands of him. Marcus has seen JD only once in the last five years—an encounter that did not go well.

FIRST MINISTER JINN

Jinn, like Reyna, came of age among the Stranded; she was barely a teenager when the Locust War finally ended. Unlike Reyna, Jinn wholeheartedly embraced the new COG's oppressive, if well-meaning, social vision. The first decade of the new COG allowed talented young people such as Jinn to take advantage of its fluid, highly meritocratic society, and Jinn impressed many with her intellect, ambition, and devotion to the COG's ideals. By her early twenties, she was a skilled bureaucrat, and while in her mid-twenties she was elected to head the Ministry of Procreation, one of the most powerful ministries within the new COG. Eventually Jinn was chosen by her fellow ministers to become First Minister, making her one of the youngest COG leaders in history. Like all previous First Ministers, Jinn views the Outsiders as a grave problem. Unlike her forerunners, however, Jinn is prepared to do something about it.



Basic Training

Controls

The basic controls are intuitive and simple to learn. *Gears of War 4* is a third-person shooter that utilizes many of the same controls you're likely familiar with from other games. Use the Left Trigger and Right Trigger buttons and Thumbsticks to control movement, aim, and fire your weapon. The Ⓐ Button controls the game's trademark cover and movement system while the Ⓧ Button serves as your do-everything interaction button. The Ⓑ Button is used for melee attacks while the Ⓨ Button performs executions. There are additional commands and uses of these buttons, as listed in the table here.

Default Controls

INPUT COMMAND	ACTION
Left Thumbstick	Movement; Click to Spot Enemy
Right Thumbstick	Look; Click to Zoom
Ⓐ Button	Roadie run (hold); Roll (press while pointing with the Left Thumbstick); Enter Cover (press near cover).
Ⓧ Button	Pickup (hold); Interact; Grab Meatshield (press while near downed enemy)
Ⓑ Button	Melee; Grenade Tag; Chainsaw (hold while Lancer is equipped); Retro Charge (hold while Retro Lancer is equipped); Kick (tap while near downed enemy); Counter against a vault-kick or yank-and-shank.
Ⓨ Button	Look at Point of Interest; Special Execution (hold); Curbstomp (tap)
LT	Aim Weapon
RT	Fire Weapon
LB	TAC-COM Display
RB	Reload; Active Reload
D-Pad	Weapon Select

The *Gears of War* franchise has always been known for the unique way in which characters—players and enemies alike—can utilize the available terrain for cover. This installment of the franchise adds several unique abilities that not only increase the fluidity of navigating the landscape, but also add to the threat of being attacked behind low cover. Read on to learn all about the new vault-kick and yank-and-shank mechanics.

ADVANCED WALL BOUNCING

Players looking for details on the more advanced methods of movement and so-called "wall bouncing" should flip ahead to the "Multiplayer Basics" chapter at the rear of the book. Those skills, while always useful to learn, aren't commonly employed in Campaign mode, since the action is less intense.

Cover & Movement Techniques

ACTION	HOW TO PERFORM
Roadie Run	Hold Ⓐ Button.
Right-Angle Turn	While Roadie Running, tap and hold Ⓐ Button while pointing Left Thumbstick left or right.
180-Degree Turn	While Roadie Running, tap and hold Ⓐ Button while pointing Left Thumbstick down.
Enter Cover	Approach cover and press Ⓐ Button.
Exit Cover	Point Left Thumbstick away from cover.
Cover Slip	Move to edge of cover, press up on Left Thumbstick and press and hold Ⓐ Button.
Cover Swap	While in cover, point Left Thumbstick toward another nearby piece of cover and press Ⓐ Button.
Mantle/Mantle Kick	While in low cover, point Left Thumbstick toward cover and press Ⓐ Button.
Vault/Vault Kick	Roadie Run toward cover then press up on Left Thumbstick and press Ⓑ Button to Vault or Vault Kick an enemy. During a cover slide, before touching cover, press up on Left Thumbstick and press Ⓑ Button to Vault.
Yank...	While in cover with enemy on the other side, press up on Left Thumbstick and press Ⓧ Button.
...and Shank	After yanking, mantle kicking or vault kicking an enemy, move toward stunned enemy and press Ⓨ Button for a Combat Knife execution.

Basic Training

Campaign Modes & Difficulties

Gears of War 4 includes three unique gameplay modes that are sure to test every ounce of your skill. This portion of the book focuses on Campaign mode which can be played either solo or with a friend cooperatively. The game's robust Multiplayer and Horde modes are covered in their own chapters in this book. Nevertheless, it is recommended that players try the Campaign first to become proficient with the game's basic tactics before making the leap to Multiplayer. The tips and concepts detailed in this chapter will not only help you in Campaign mode, but prove useful in every mode you play.

CAMPAIGN

The main story Campaign contains a single player option and a Co-Op mode that allows you to play with one other person online, in split-screen, or via LAN. Campaign mode is divided into five Acts, containing a total of 24 chapters. The Campaign contains dozens of Collectibles and Achievements that can be found and unlocked.

Solo Play: The player controls JD Fenix exclusively. Sometimes you will be paired up with Kait or Del, and other times you may be accompanied by JD's father, Marcus Fenix. Sometimes you'll even have a party of four. The rest of the squad is controlled by the in-game AI. They'll work hard to revive you when you've been downed (DBNO), provide covering fire, and are even willing to trade weapons with you. Frequent Checkpoints and auto-saves make it so you never have to replay lengthy portions of the game if you perish in combat or fail a mission objective.

SPOTTING YOUR TARGET

Although you can't issue tactical commands to your AI counterparts, you can highlight an enemy you'd like them to focus their firepower on. Aim at an enemy using the Left Trigger then click the Left Thumbstick to "Spot" the enemy. A red icon will appear over their head, letting your squadmates know where they should be focusing their firepower.

Co-Op: Play with another friend either online, via wired network (LAN), or via split-screen. The player hosting the game will always be JD, but the second player can choose between Kait and Del. Players aren't required to have played through previously on their own, and each player is free to choose the difficulty setting that suits their skill. The number of enemies and comparative difficulty does not change when adding a second player, making this a great way to finish the game on the Hardcore and Insane difficulty modes.

DIFFICULTY OPTIONS

Players can choose between the following four difficulty settings when playing Campaign: Casual, Normal, Hardcore, and Insane. Newcomers to the series may want to give the game's Normal difficulty setting a try, especially if they have previous action game experience. Those who are brand new to modern videogames should probably go ahead and start on Casual mode, then adjust upwards if it feels too easy. Veterans of the series, depending on skill, should feel at home on Normal or Hardcore mode during their first play through. Hardcore mode offers just enough challenge without getting too frustrating for skilled players. Insane difficulty is best left to very experienced players, or those playing Co-Op mode with an equally talented friend.

Campaign Difficulty Modifiers

ATTRIBUTE	CASUAL	NORMAL	HARDCORE	INSANE
Player Health	1410	720	420	210
Player Damage Scale	2.25	1.7	1.3	1.0
Can DBNO?	Yes	Yes	Yes	No
Can Self-Revive	Yes	No	No	No

As the accompanying chart shows, things get very, very tough on Insane difficulty. For starters, there is no DBNO, only death. Also, players have less than one-third the amount of health they do on Normal difficulty and inflict considerably less damage. As a rule of thumb, there are no global behavioral differences throughout the Campaign from one difficulty to the next. The differences are almost entirely statistical. In short, the player does less damage and has less health on the harder difficulty settings. This not only reinforces the need to stay in cover and keep your enemies at a distance, but it also forces the player to not waste ammo. Pick your shots carefully and aim for the head.

Basic Training

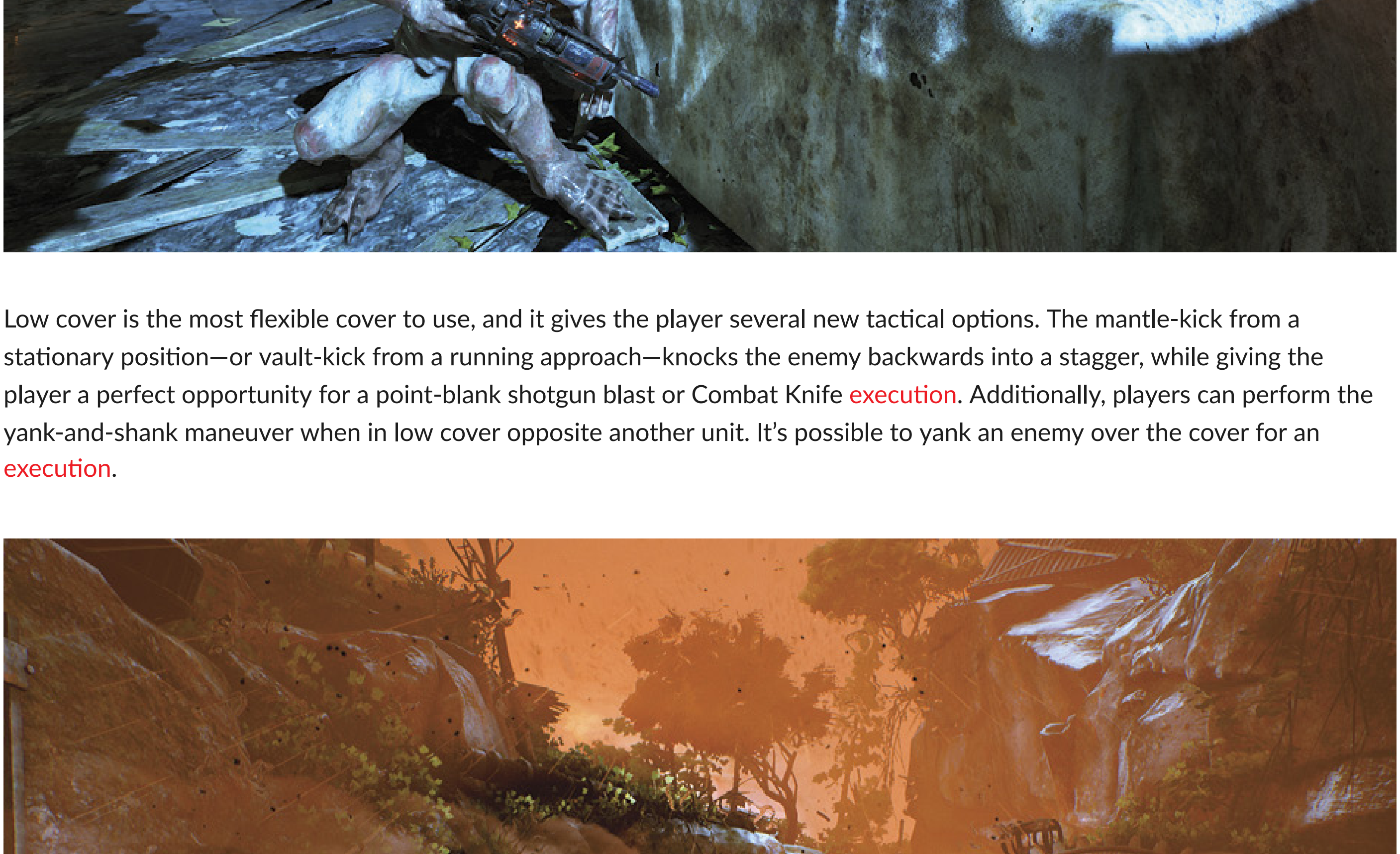
Navigating the Battlefield

ALL ABOUT COVER

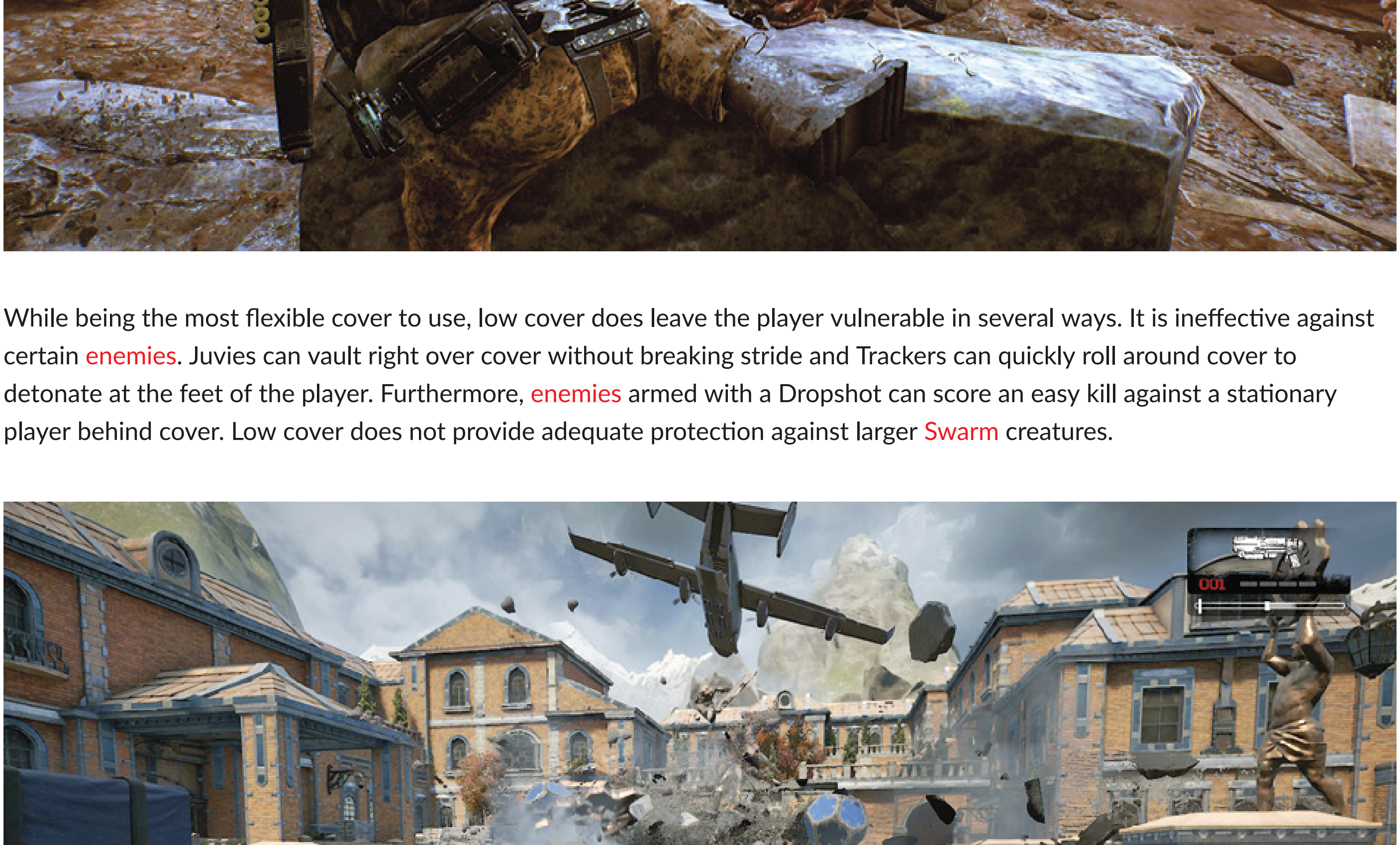
The earlier discussion of movement controls and the tutorials that accompany the opening chapters of the Campaign will teach you the basics of moving through the battlefield, but there is more to it than that. Success in *Gears of War 4*, whether in the Campaign or while playing Multiplayer, only comes by understanding how to utilize cover. It's imperative that you present your enemies with as small of a target as possible. This is achieved by crouching/standing behind solid objects such as walls, cars, sandbags, and other bulletproof pieces of cover. There are essentially two types of cover: low cover and high cover.

LOW COVER

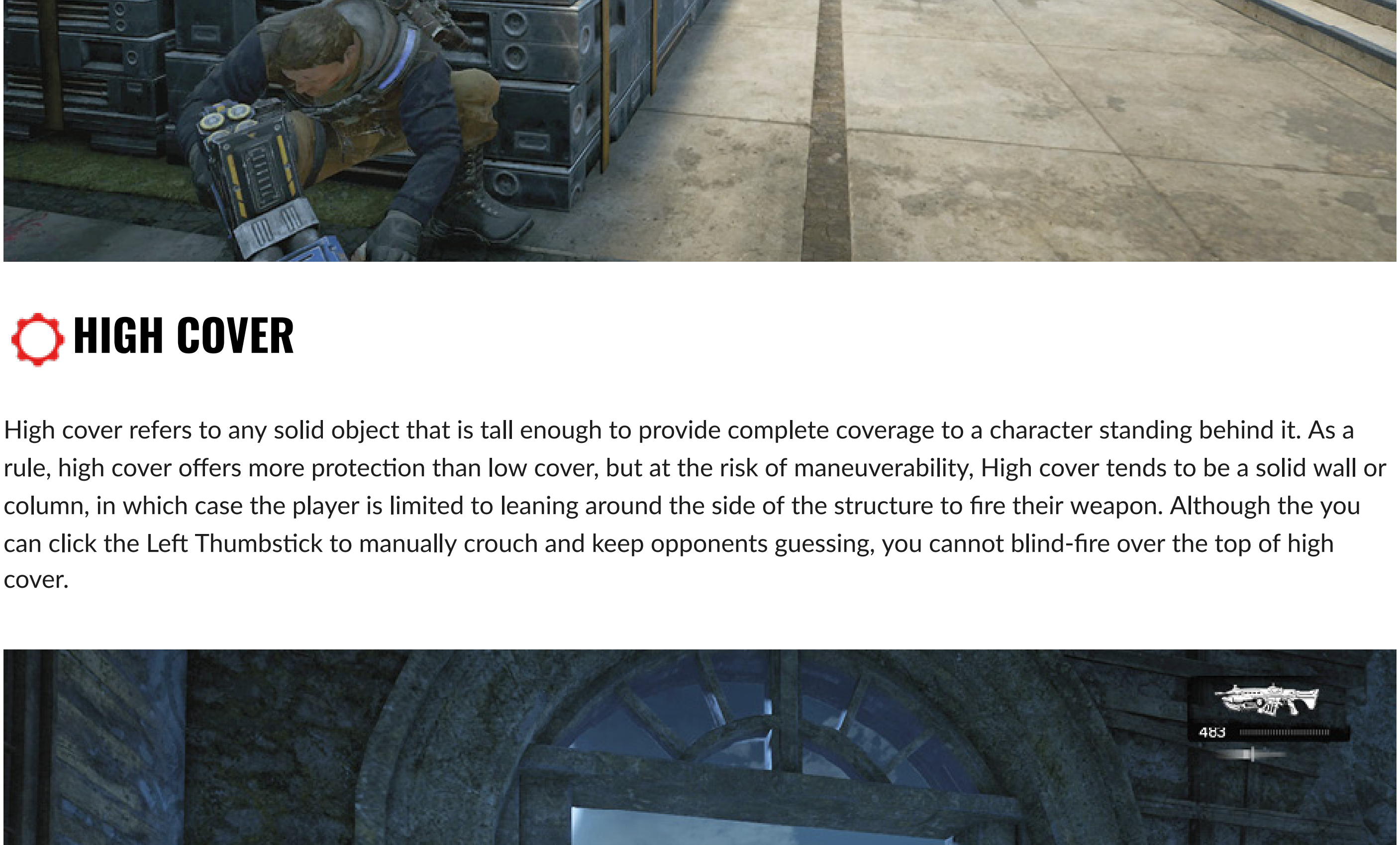
Most cover falls into this category. Low cover, as its name implies, is any solid object that the player can take refuge behind, but that is low enough to be mantled over (i.e vaulted). Low cover is generally waist-high and forces the character into a crouching position once behind it. A small amount of the player is often exposed to standard enemies while behind low cover, but the player can blind-fire over the top of the object and even manually lean over the cover and aim while still concealing most of their body. It's also possible to move left and right along low cover and attack from different positions. Grenades can be blind-tossed over the top of low cover.



Low cover is the most flexible cover to use, and it gives the player several new tactical options. The mantle-kick from a stationary position—or vault-kick from a running approach—knocks the enemy backwards into a stagger, while giving the player a perfect opportunity for a point-blank shotgun blast or Combat Knife execution. Additionally, players can perform the yank-and-shank maneuver when in low cover opposite another unit. It's possible to yank an enemy over the cover for an execution.

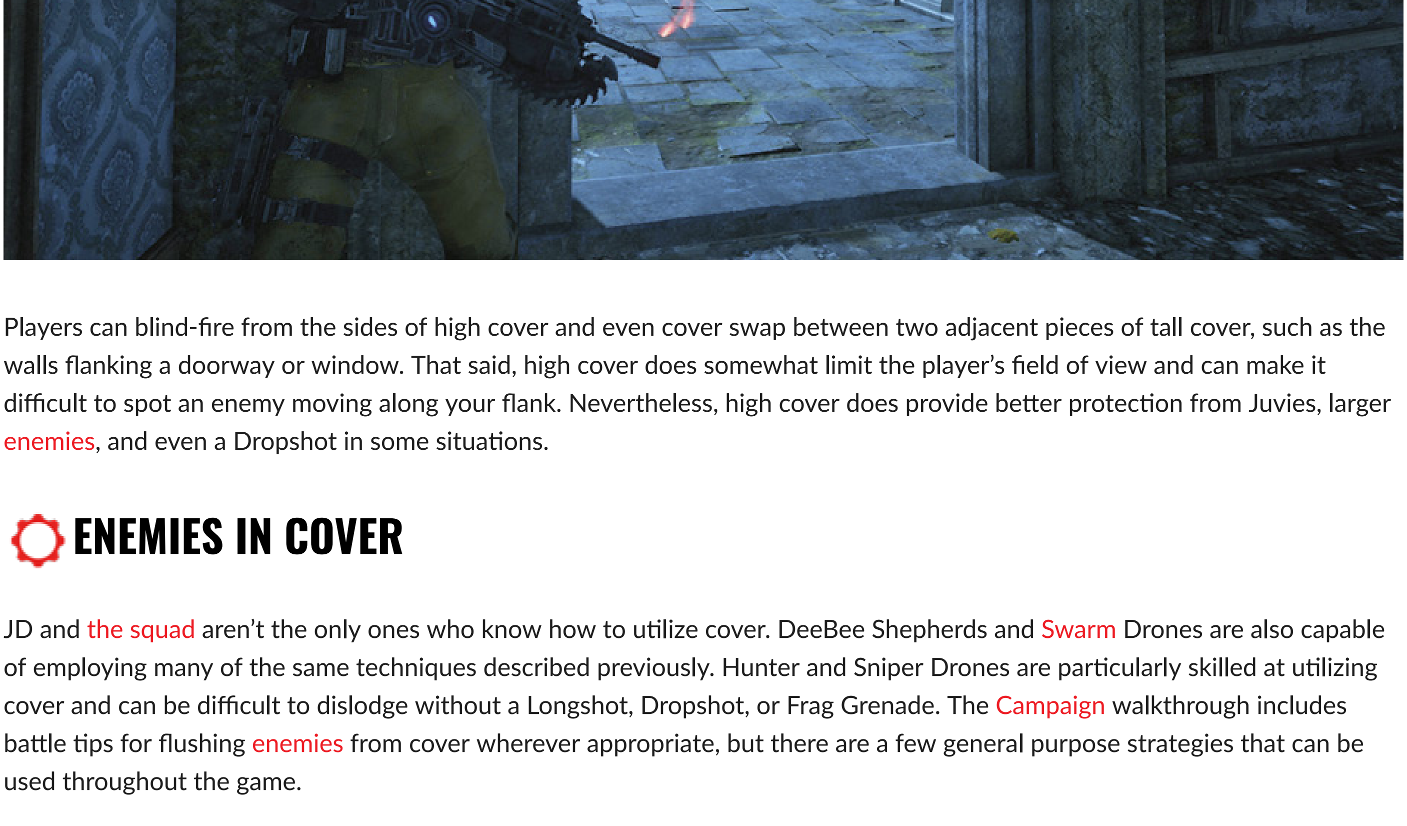


While being the most flexible cover to use, low cover does leave the player vulnerable in several ways. It is ineffective against certain enemies. Juvies can vault right over cover without breaking stride and Trackers can quickly roll around cover to detonate at the feet of the player. Furthermore, enemies armed with a Dropshot can score an easy kill against a stationary player behind cover. Low cover does not provide adequate protection against larger Swarm creatures.



HIGH COVER

High cover refers to any solid object that is tall enough to provide complete coverage to a character standing behind it. As a rule, high cover offers more protection than low cover, but at the risk of maneuverability, High cover tends to be a solid wall or column, in which case the player is limited to leaning around the side of the structure to fire their weapon. Although the you can click the Left Thumbstick to manually crouch and keep opponents guessing, you cannot blind-fire over the top of high cover.



Players can blind-fire from the sides of high cover and even cover swap between two adjacent pieces of tall cover, such as the walls flanking a doorway or window. That said, high cover does somewhat limit the player's field of view and can make it difficult to spot an enemy moving along your flank. Nevertheless, high cover does provide better protection from Juvies, larger enemies, and even a Dropshot in some situations.

ENEMIES IN COVER

JD and the squad aren't the only ones who know how to utilize cover. DeeBee Shepherds and Swarm Drones are also capable of employing many of the same techniques described previously. Hunter and Sniper Drones are particularly skilled at utilizing cover and can be difficult to dislodge without a Longshot, Dropshot, or Frag Grenade. The Campaign walkthrough includes battle tips for flushing enemies from cover wherever appropriate, but there are a few general purpose strategies that can be used throughout the game.

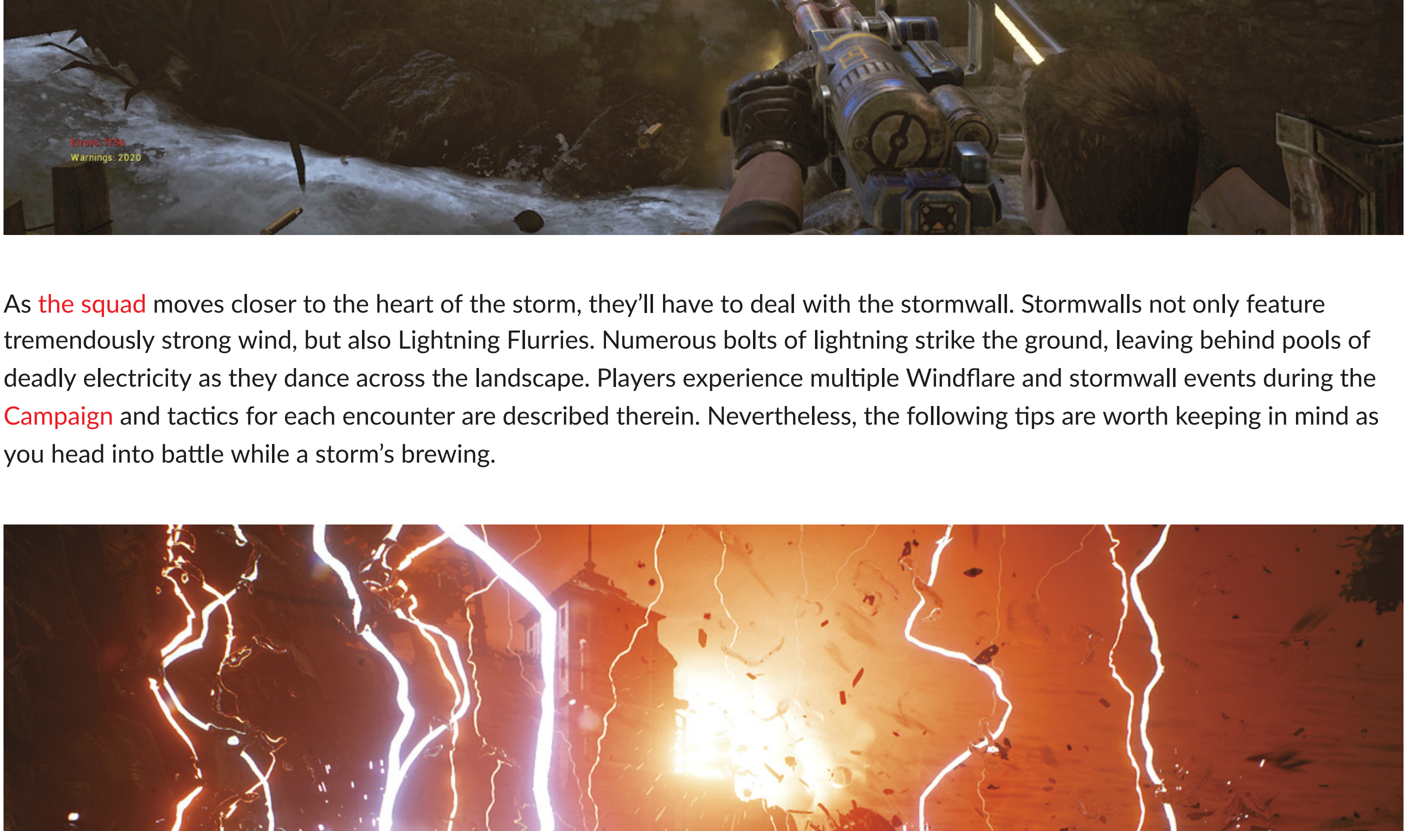
- Depending on the weapons in your possession, it sometimes makes sense to keep your distance and target the enemy while it's in cover. Wait for it to expose itself during an attack and quickly counterattack. This is best done with a precision weapon—such as the EMBAR, Longshot, Boltok, or Hammerburst. Enemies often reveal a small portion of themselves while crouched behind low cover. Take the shot!

- An ideal way to expel an enemy from behind cover is by spotting and flanking. Spot the enemy to focus your squad's fire on the foe. This suppression fire can keep the enemy pinned down and may even soften him up. This gives you time to safely flank the enemy. Use cover to move alongside the enemy to get a clean shot at it from a lateral position. This can be done without spotting the opposition, provided the area is large and the foe is distracted, otherwise it may see you coming.

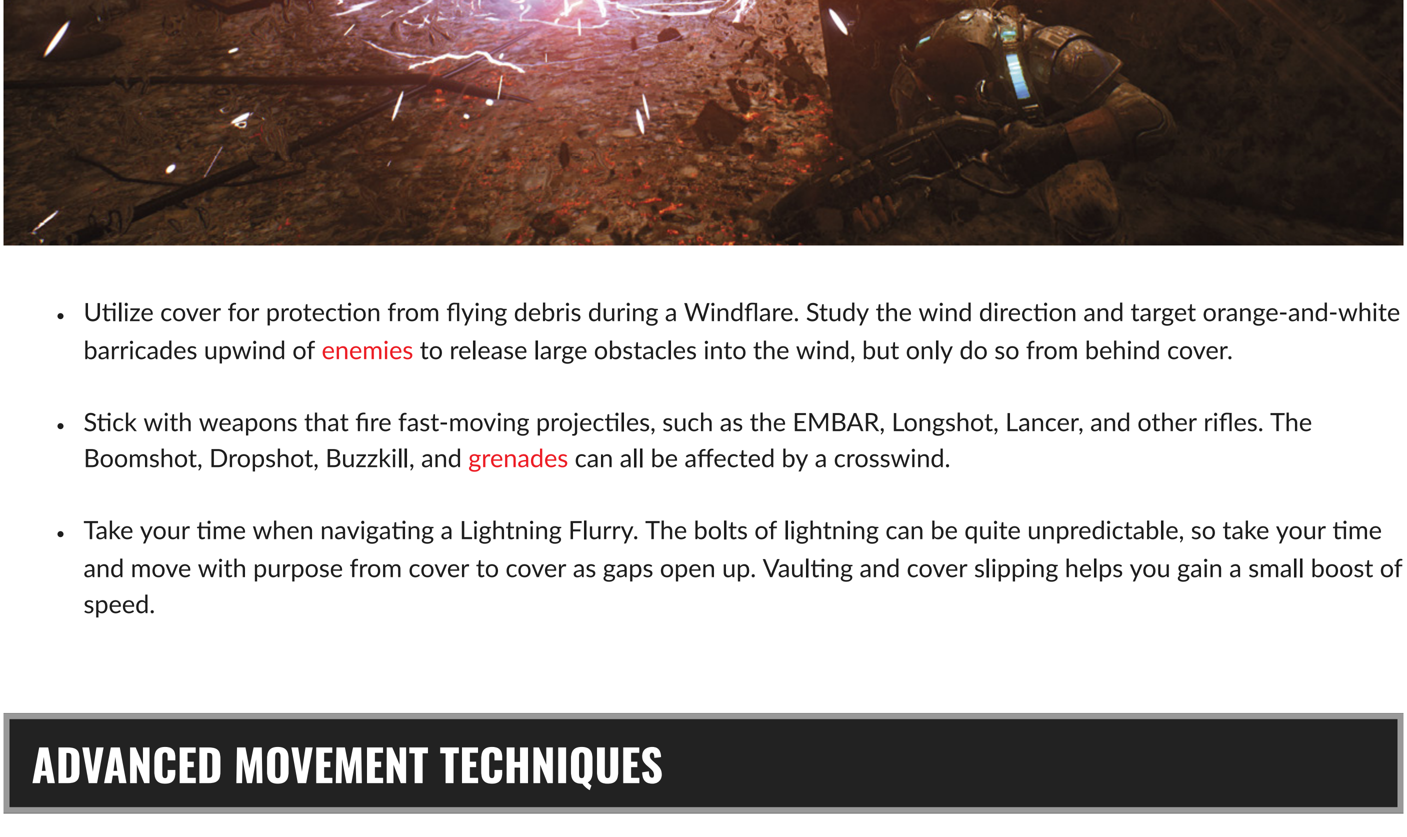
- Explosives provide another excellent way of forcing an enemy out of cover. Lobbing an Incendiary Grenade, Frag Grenade, or firing the Dropshot at a foe will send it running if it doesn't kill them. Take care when doing this, so you don't waste grenades. Look to bounce the grenade off cover behind or to the side of the enemy. Pay attention to the trajectory indicator that shows where the grenade is going to ricochet to. Similarly, those skilled with the Buzzkill can fire at the wall behind the enemy for a ricochet kill.

WINDFLARES AND STORMWALLS

One of the new and exciting features introduced to *Gears of War 4* is the element of Windflares. Windflares are tremendous storms that slow your progress, affect the flight path of projectiles, and can even hurl large untethered objects through the air with fatal results.



As the squad moves closer to the heart of the storm, they'll have to deal with the stormwall. Stormwalls not only feature tremendously strong wind, but also Lightning Flurries. Numerous bolts of lightning strike the ground, leaving behind pools of deadly electricity as they dance across the landscape. Players experience multiple Windflare and stormwall events during the Campaign and tactics for each encounter are described therein. Nevertheless, the following tips are worth keeping in mind as you head into battle while a storm's brewing.



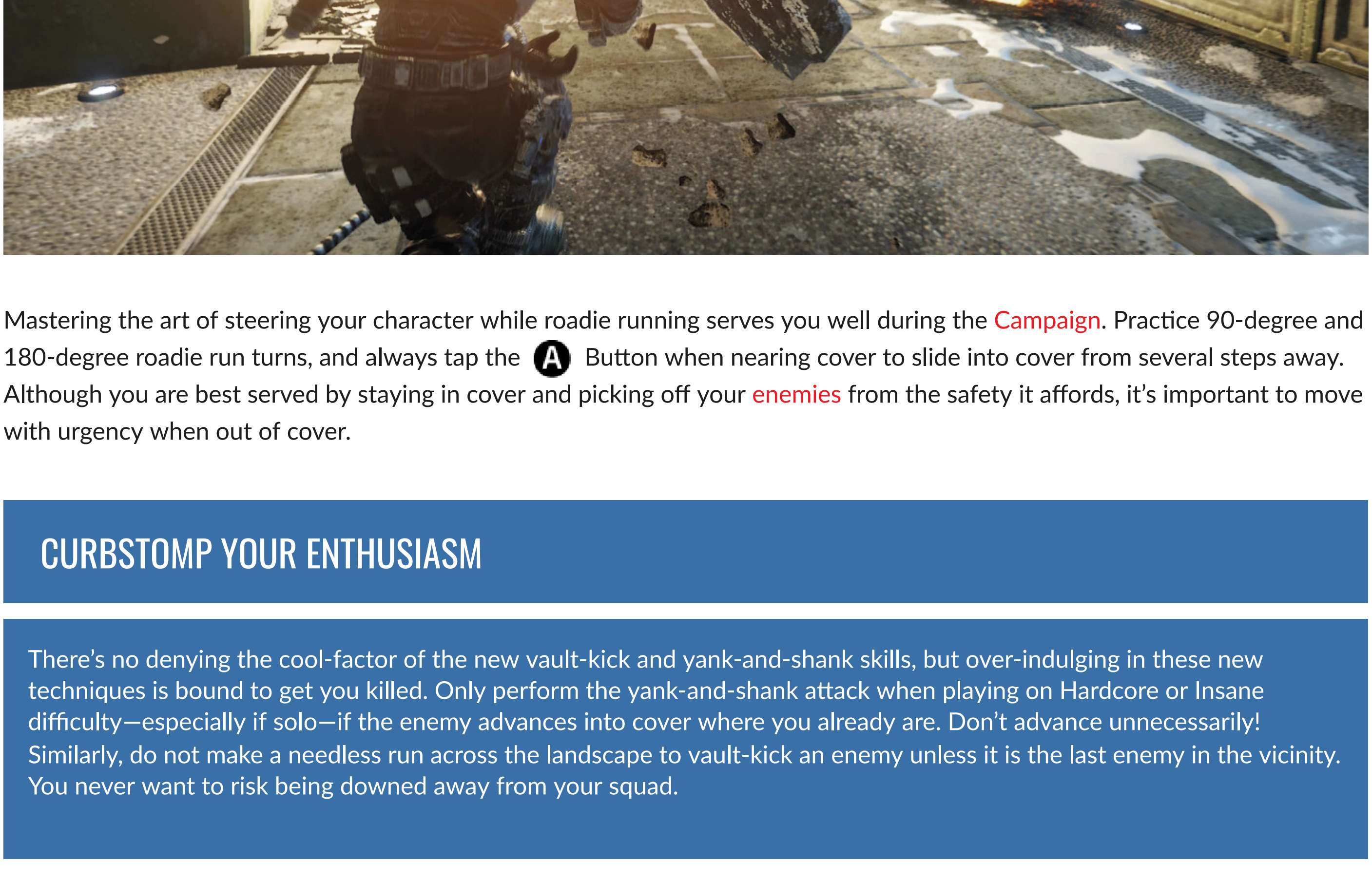
- Utilize cover for protection from flying debris during a Windflare. Study the wind direction and target orange-and-white barricades upwind of enemies to release large obstacles into the wind, but only do so from behind cover.

- Stick with weapons that fire fast-moving projectiles, such as the EMBAR, Longshot, Lancer, and other rifles. The Boomshot, Dropshot, Buzzkill, and grenades can all be affected by a crosswind.

- Take your time when navigating a Lightning Flurry. The bolts of lightning can be quite unpredictable, so take your time and move with purpose from cover to cover as gaps open up. Vaulting and cover slipping helps you gain a small boost of speed.

ADVANCED MOVEMENT TECHNIQUES

Players can make their character sprint, otherwise known as roadie running, but they can also use the cover system to wall-bounce, vault, cover slip, and slide into cover faster than the character can run. These techniques are generally more important in Multiplayer mode than they are in the Campaign, but are still good to know. Even though there may be times when you need to run for your life while playing the Campaign, these moments are few and far between. In general, it's often much safer to take a slower, methodical approach to combat during the Campaign. Keep your enemies at a distance and sweep across the field of battle to play the angles before advancing. Whereas staying in cover for too long in Multiplayer will likely get you killed, leaving cover too soon during the Campaign has a similar result.



Mastering the art of steering your character while roadie running serves you well during the Campaign. Practice 90-degree and 180-degree roadie run turns, and always tap the Ⓐ Button when nearing cover to slide into cover from several steps away. Although you are best served by staying in cover and picking off your enemies from the safety it affords, it's important to move with urgency when out of cover.

CURBSTOMP YOUR ENTHUSIASM

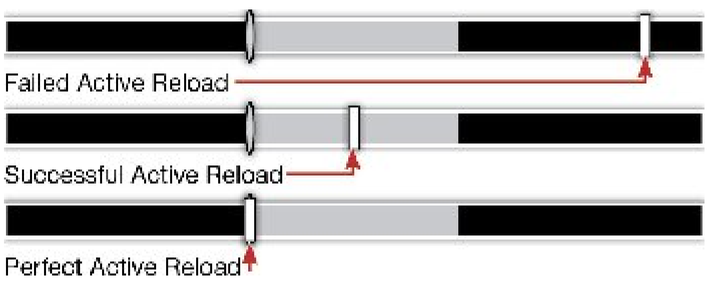
There's no denying the cool-factor of the new vault-kick and yank-and-shank skills, but over-indulging in these new techniques is bound to get you killed. Only perform the yank-and-shank attack when playing on Hardcore or Insane difficulty—especially if solo—if the enemy advances into cover where you already are. Don't advance unnecessarily! Similarly, do not make a needless run across the landscape to vault-kick an enemy unless it is the last enemy in the vicinity. You never want to risk being downed away from your squad.

The "Multiplayer Basics" chapter in the rear of this book contains a discussion of the advanced skills employed by many of the best competitive *Gears of War* players. If you've ever wondered how a player moves the way they do online, this chapter is for you!

Gears of War 4 is all about two things: using cover and employing unique weaponry to dispatch otherworldly foes in a comically gruesome fashion. The "Campaign Arsenal" chapter includes complete stats and tactics for each and every weapon in the game. Similarly, the walkthrough portion of this book introduces advanced tactics on a situation-by-situation basis so you can employ them right away, where most appropriate. Nevertheless, there are several important aspects of the gameplay that need to be covered before you head into battle.

ACTIVE RELOADS

There are two ways to reload your weapons in the game: you can press the Reload button and wait for the process to conclude or, you can tap the Reload button to start the process, then tap it a second time as the needle moves into the gray area to perform an Active Reload. This results in a much faster reload process and, if done perfectly, generates a small boost to key weapon stats.



The Active Reload meter appears on the upper right-hand corner of the screen. The needle begins to move across the meter from left to right as soon as you press the Reload button (or once the weapon runs out of ammo). Pressing the Reload button a second time while the needle is in the black area results in a failed Active Reload which actually *increases* the time it takes to reload the weapon. You'll undoubtedly grumble alongside the character on the screen when this happens.

Stopping the needle inside the gray area of the meter counts as a successful Active Reload in the sense that it speeds up the reload process. There's still one more option: the *perfect* Active Reload. Manage to stop the needle in the sliver of white within the success zone to earn a Perfect Active Reload. This not only speeds up your reload time, but also earns you a weapon-specific bonus. Perfect Active Reloads often yield a 20-30% damage bonus for the reloaded rounds, but some weapons benefit in other ways such as a faster firing rate. See the "Campaign Arsenal" for specific bonuses attributed to each weapon.

Performing the Active Reload isn't hard once you get the hang of it. The meter on each weapon varies along with the width of the Perfect Active Reload zone and the speed of the needle. Monitor the needle's progress when first getting used to this system. Before long you'll simply know the pace and be able to do it without looking.

EXECUTIONS

Not every enemy dies immediately after being drained of health. So long as they aren't killed with a headshot or explosion, humanoid Swarm drop to their knees in a state often referred to as being DBNO (down-but-not-out). As with the human squad, Swarm that are DBNO will try to crawl toward their allies in hopes of being revived.

It's possible to finish off a downed opponent from distance by shooting it, but it's much more fun (although a bit risky) to rush in for an execution. There are multiple types of executions that can be performed. For starters, it's possible to simply kick a downed enemy to kill it (Melee button). You can also switch to a pistol and line up a true execution-style shot to the head from point-blank range. Another option is the franchise's famed Curbstomp (tap the Y Button). Another option is to press and hold the Y Button for a weapon-specific execution.

Each and every weapon in the game, including heavy weapons, can be used to perform a special one-of-a-kind execution. Down an enemy, switch to the weapon you wish to use to perform the execution, then press and hold the Y Button while standing next to the enemy. These animations tend to take several seconds and leave you extremely vulnerable as they play out. It's best to refrain from performing an execution unless you are sure there are no other enemies in the area.

MEATSHIELDS

As fun as it may be to perform an execution, it is a terrible waste of a perfectly good bullet sponge. Why kill a downed enemy when you can use it as a meatshield? Press the X Button while standing next to a downed enemy to take it hostage as a meatshield. Using a meatshield provides a mobile piece of high cover that players can drag around the map. You'll automatically equip a pistol and shuffle along behind the meatshield. This significantly limits the character's mobility, but provides good forward-facing protection. Meatshields can soak up the blast from a Torque Bow and even absorb a close-range blast from the Gnasher. The meatshield will eventually disintegrate as it is continuously shot to pieces. You can also drop the meatshield by switching weapons or by pressing the X Button to have your character snap its neck. Don't worry about freeing a meatshield, as the enemy technically "dies" as soon as you grab it. It will never get back up, no matter how briefly you use it.

BAG AND TAG

One of the best reasons for taking a meatshield is having the ability to plant a grenade in its back and kick it toward a group of enemies. To perform this wonderfully satisfying technique, simply walk in the direction of the enemy with your meatshield until you're about five steps from them. Tap Up on the D-Pad to plant a grenade in the back of the meat shield. Your character will then instantly kick the meat shield forward toward his enemies in time for the grenade to detonate. As with a lot of these advanced techniques, you can perform a Bag and Tag in both Campaign and multiplayer mode. The Bag and Tag technique tends to play a greater role in Multiplayer, if for no other reason than to humiliate your human opponents.

Campaign Arsenal

Primary Weapons

- Players beginning from a continue, loading a game save, or replaying a previously completed chapter are automatically equipped with the Lancer, Gnasher, Snub Pistol, and Frag Grenades.
- The left and right weapon slots are reserved for primary two-handed weapons. The top and bottom slots are reserved for grenades and a pistol, respectively.
- Players can equip any two primary weapons they choose, regardless of type. This includes power weapons, assault rifles, and shotguns.
- It is recommended that you have an assault rifle—preferably the Custom Lancer—equipped at all times in the right weapon slot and swapping weapons out of the left-hand slot to fit the situation.
- You can only carry a pistol and one type of grenade at a time.

RIFLES

Enforcer

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
40	440	1000	Low	Auto	42	1.25x	+20% Damage	N/A

The Enforcer, the weapon used exclusively by DeeBee Shepherds, is a spectacularly fast-firing sub-machine gun that offers terrific punch at close to medium range. The Enforcer fires an energy projectile that causes debilitating burns. No one is ever hit by a single discharge, however. The Enforcer's rate of fire rivals the Mulcher and, although it inflicts less damage than all other rifles, it can hold its own against any of them thanks to that speed. The Enforcer is a valued weapon during Act 1, while the trio make their way through the DeeBee-protected Settlement 5. Utilize its accuracy and low recoil and aim for headshots.

Lancer

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
50	550	550	Low	Auto	55	1.5x	+30% Damage	N/A

The chainsaw-equipped Lancer has been a COG staple since before Aspho Fields and the battle with the Indies. This versatile weapon can fire its entire clip in under 5.5 seconds with little recoil and above-average precision. The Lancer offers a near-perfect blend of power, range, and accuracy. It is ready to deal death in any situation. Although it is capable of inflicting damage at long range, the Lancer is best suited for close to medium range combat. Its impressive rate of fire and expansive magazine combine to make it capable of downing almost any enemy in record time and its chainsaw bayonet provides a way to instantly execute an enemy at close range without firing a single shot. The chainsaw bayonet does have a slight rev-up time.

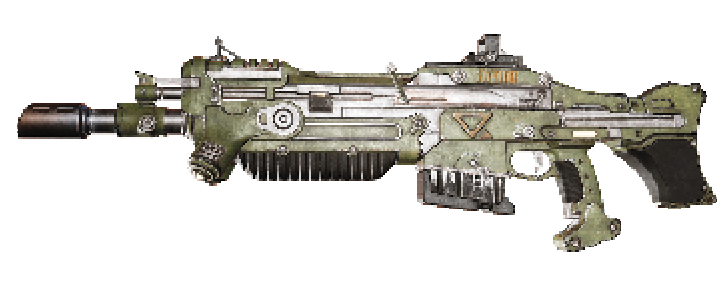
FAMILY HEIRLOOMS

JD receives a Custom Lancer with a wooden stock from Marcus Fenix early in Act 2. This weapon functions exactly as the standard Lancer, but has a magazine capacity of 60 instead of 50 and has reduced recoil. Hold onto the Custom Lancer without taking it out of your equipped weapon slots throughout the entire Campaign to unlock an Achievement. You can pick up other Lancers for ammo replenishment.

Retro Lancer

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
20	200	450	Moderate	Auto	90	1.75x	+25% Damage	N/A

The Retro Lancer is an older version of the Lancer, outfitted with a traditional bladed bayonet. What the Retro Lancer lacks in magazine size and capacity, it makes up for in base damage and increased headshot damage. The Retro Lancer deals nearly twice the damage of the tradition Lancer, albeit with greater recoil and a slightly slower rate of fire. In the right hands, the Retro Lancer is one of the deadliest weapons on Sera. Due to its moderate recoil and smaller magazine size, the Retro Lancer is most effective when fired in short bursts at close to medium range. The weapon rapidly loses effectiveness at range. Lastly, the Retro Lancer's bayonet allows the user to perform a Retro Charge execution attack by holding the Melee Attack Button—just watch the charge meter on the screen to make sure momentum isn't lost before the execution is performed.



Markza Mk1

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
5	30	300	Low	Semi-Auto	215	2.0x	+30% Damage	N/A

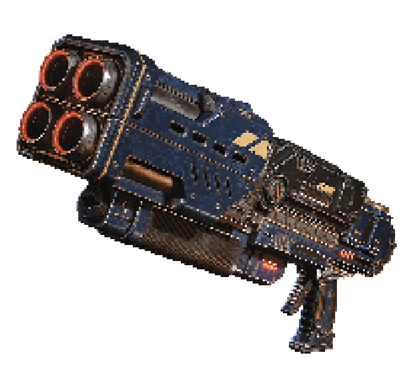
This semi-automatic precision rifle dates back to the battle of Aspho Fields and has become a valued component of the COG arsenal, thanks to the UIR's surrender to end the Pendulum Wars. The Markza Mk1 is a low-capacity, semi-automatic rifle. The Markza straddles the line between assault rifle and sniper rifle and is best thought of as a precision, semi-automatic rifle. It excels at medium to long range combat and inflicts heavy damage on headshots. The Markza is ill-suited for close-range combat, but its ease of use allows a warrior to defend himself at close range if attacked while sniping.

Hammerburst

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
21	210	650	Low	Burst (3-rounds)	95	1.5x	+40% Rate of Fire	N/A

The trademark weapon of the Locust, many of the Hammerburst rifles you encounter during the Campaign will be found in surplus, abandoned along with the Locust bodies. Despite inflicting more than twice the damage of the Lancer, the lack of an automatic firing mode makes the Hammerburst less effective at close range, particularly when facing a foe with a shotgun or Retro Lancer in hand. In contrast, the greater headshot capabilities and increased accuracy afforded by the burst-firing nature of the weapon makes it more suitable for medium to longer range combat. Although the recoil per trigger pull is low, the Hammerburst does kick considerably if you pull the trigger in rapid succession.

SHOTGUNS



Overkill

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
4	32	300	High	Reactive	300	1.5x	+20% Damage	N/A

The Overkill straddles the line between a rifle and a shotgun. This DeeBee weapon is carried by DR-1 units and features a very unique firing mechanic. The Overkill fires on both the pull and the release of the trigger, making it possible to fire two shots at a devastating rate. One of the Overkill's key features concerns its ammo usage. Even though the magazine can only accept four shells at once, each shell can be used for a two-shot pull-release sequence, effectively allowing you to fire eight shots per four-round magazine. The Overkill is a terrific close-range weapon, but does suffer from high recoil and a wide pellet spread. Consider pulling the trigger, holding it, and releasing at a slower rate whenever dealing with enemies that are more than a few steps away.

Gnasher

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
8	48	60	High	Semi-Auto	500	1.0x	+20% Damage	N/A

The Gnasher continues to be one of the most identifiable weapons in gaming. It is to shotguns what the Lancer is to assault rifles. This powerful shotgun has enjoyed a long and storied existence as the go-to weapon in the COG arsenal, regardless of the arena. The Gnasher inflicts bone-breaking damage at close range and is capable of delivering headshot kills if aimed properly. This weapon can be found throughout the battlefield and is ideally suited for battle against Juvies, DeeBee Shepherds, and any enemy that dares to get too close. It is best used in open terrain, outside of cover, where its short range and lack of precision won't hinder it. That said, the Gnasher is the perfect weapon to equip when charging an enemy behind cover. Vault-kick the foe to stun it (or yank it over cover), then open fire with the Gnasher for high damage at point-blank range! It can even execute a leaping Pouncer!

PISTOLS

Snub Pistol

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
12	108	625	Very Low	Semi-Auto	65	1.5x	+20% Damage	N/A

The Snub Pistol is standard issue for every COG soldier. Occasionally found on the battlefield, the Snub Pistol is a fast-firing, semi-automatic pistol capable of inflicting more damage than the Lancer and Enforcer per bullet fired. The Snub Pistol has a much lower magazine size than a rifle, but can be used to fire repeat headshots with great accuracy and low recoil for 50% increased damage. The Snub Pistol isn't as popular in Campaign mode as it is in Multiplayer, but it's not a bad weapon to have as a backup.

Boltok Pistol

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
6	36	120	Moderate	Semi-Auto	340	1.5x	+400% Rate of Fire	N/A

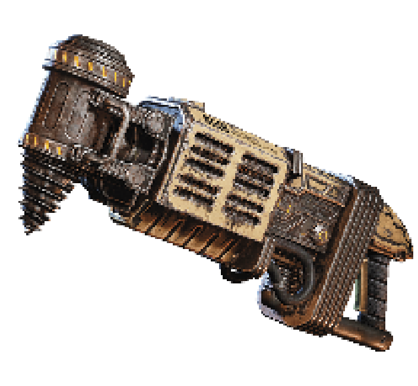
The Boltok Pistol enjoys a loyal following by those who have come to master its classic style and don't mind its slower rate of fire. The Boltok is second only to the Longshot among non-power weapons in headshot capability and packs more punch than the Markza Mk1, despite the latter's greater headshot multiplier. Despite having a small magazine size and sluggish rate of fire, the Boltok Pistol is still a fine option, particularly against the tougher Swarm units. The Boltok Pistol's iron sights offer a slight zoom that can help bring distant enemies into range for a well-placed headshot. Get a perfect Active Reload and enjoy a marked improvement in firing speed!

POWER WEAPONS

EMBAR Sniper Rifle

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
3	12	60	Low	Semi-Auto (Charge)	695	3.0x	+Stun Target	N/A

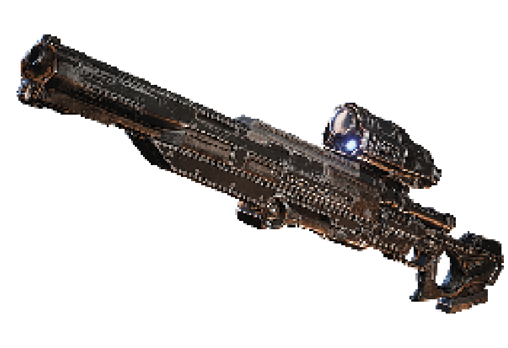
The EMBAR Sniper Rifle is a DeeBee weapon used by Snipers. In the hands of a robot, the weapon exceeds the Longshot in every regard, but the lack of an optical zoom limits its long-range ability in the hands of most human users. Aside from the greater damage and ability to stun enemies for two seconds with an Active Reload shot, the EMBAR has several other key differences. For starters, it's three-round magazine allows for repeat firing between reloads, a big improvement over the Longshot. Each shot must be briefly charged, however, and the energy used in charging the shot will be automatically vented one second after charging. Users of the EMBAR must be ready to fire as soon as the targeting reticle tightens, else have to reacquire the target and recharge the shot. High risk, high reward.



Dropshot

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	7	60	Moderate	Single Shot	1750	Instant-Kill	+25% Damage, +25% Dmg Radius	2.5m

The Dropshot is carried into battle by Swarm Scions and must be immediately feared—and then confiscated! Hold the trigger after aiming to fire a projectile that hovers across the battlefield; release the trigger to have the Dropshot's drill-like projectile fire downward and emit a large explosion. To help with aiming, the Dropshot emits a vertical laser that allows you to gauge its position as it flies across the battlefield. Not only is the Dropshot's explosive radius enough to kill multiple enemies, but it's possible to score an instant-kill with a headshot by releasing the trigger directly over an enemy's head. The Dropshot is perfect for taking out enemies entrenched behind cover, for dislodging enemies from turrets, or for taking out a Scion while it's in the middle of upgrading its nearby Drones. It's not the easiest weapon to use, but practice yields perfection.



Longshot

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	24	60	Low	Single Shot	375	5.0x	+10% Damage	N/A

The Longshot is the most celebrated sniper rifle in the COG arsenal. Its powerful optics make it possible to headshot a foe from across the battlefield and its unrivaled headshot multiplier ensures a one-shot kill against nearly every enemy. The Longshot is far more powerful than the Markza Mk1 and Boltok, deals five times the standard damage when striking an enemy's head, and suffers from no gun sway. The Longshot's only drawbacks are its single-bullet magazine and relatively slow reload speed. Players who are capable of consistent active reloads will get the most out of the Longshot, as will those who can hit long-range enemies with no more than a split-second's glance through the scope.

Torque Bow

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	12	60	High	Single Shot (Charge)	1708 (stick-in)	Instant-Kill	+25% Damage, +25% Dmg Radius	1.9m

The Torque Bow has made its way into the COG arsenal over the years, but is predominately used by Hunter Drones. This precision bow fires an explosive tipped arrow that can stick into an enemy or wall when fully drawn. The arrow explodes after a brief delay and is large enough to kill multiple enemies, particularly if they have already been weakened or if an Active Reload was achieved before firing. When using the Torque Bow, it's imperative that you draw the bow back long enough to make sure the arrow sticks into its target the targeting reticule tightens into a straight line when the bow is ready to be fired. This weapon inflicts heavy melee damage, but is otherwise best left for medium to long range combat only. This is a weapon to be used from behind cover, when you have the time to fire it accurately. The Torque Bow can be used to headshot an enemy for an instant-kill. Arrows can travel through one target's head and stick into another.

Boomshot

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	6	60	Moderate	Single Shot	1300	Instant-Kill	+25% Damage, +25% Dmg Radius	3.5m

The Boomshot continues to one of the most potent weapons on Sera, delivering nearly as much explosive power as the Dropshot and Torque Bow over a wider area. The Boomshot launches with such accuracy that it's possible to earn a headshot kill. A well-aimed Boomshot attack can kill multiple enemies in an instant and the splash damage can even circumvent cover. A weapon of this magnitude does require practice to master, since the projectile's mass causes the trajectory to drop with distance the Boomshot is also particularly affected by Windflares. It's important to account for gravity and arc long-distance shots up and over cover to hit the desired target. Lastly, it's often good to aim slightly lower at the target so as to not risk shooting the projectile over the enemy's head. And never, ever, fire it at close-range!

Heavy Weapons

- Heavy weapons can be picked up in addition to your two equipped primary weapons.
- True to their name, heavy weapons encumber the player, slow movement speed, and limit the ability to maneuver in and out of cover.
- Heavy weapons disappear from the battlefield once the last of their ammo has been used. Ammo can only be replenished by picking up an identical heavy weapon.
- These weapons are positioned throughout the battlefield strategically, often where a large influx of Locust is fast-approaching.
- Heavy weapons are often obtained by scavenging downed Guardians and by defeating larger foes such as Scions.
- Heavy weapons can be fired from the hip or rested on low cover for greater accuracy and control. They can also be placed on the ground, but this reduces the aiming angle.

Tri-Shot

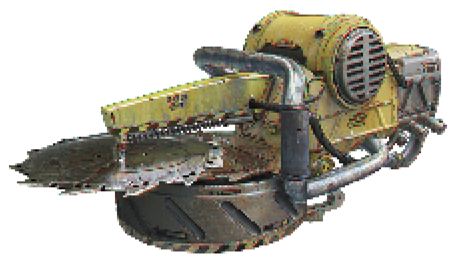
MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
140	140	600	Low	Auto	220	1.0x	N/A	N/A

The Tri-Shot is a proprietary DeeBee weapon carried into battle by some DR-1 units and occasionally mounted to the underside of Guardians. The Tri-Shot is similar to the Mulcher, but delivers greater damage per round, albeit at a slower rate of fire and with less total ammo. What makes the Tri-Shot unique is that each of its three barrels heat and cool independently. As such, the rate of fire drops as the barrels overheat. This happens to each barrel as they rotate, and eventually oveheats the weapon. Nevertheless, the Tri-Shot is at its deadliest when the weapon is running cool. It's important to hold the Reload Button periodically to vent the heat and cool the weapon. The Tri-Shot has greater precision and less spread than the Mulcher.

RL4-Salvo

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
20	20	180	Moderate	Auto	900	N/A	N/A	2.5m

Like the Tri-Shot, the RL-4 Salvo is a DeeBee weapon used by DR-1 units and Guardians. This rocket launcher fires a barrage of rockets at a surprising rate of speed—three per second—with adequate accuracy. Individual rockets deliver heavy damage and can be used to destroy other Guardians, flying craft such as Kestrel helicopters, or even larger Swarm enemies if the opportunity arises. The RL-4 Salvo isn't a very common weapon and you'll often need to rip it from the wreckage of a downed Guardian to find one, but it has a way of showing up when you need it most.



Buzzkill

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
15	30	180	Low	Auto	180	1.0x	+20% Damage	N/A

The Buzzkill fires high-velocity circular saw blades that slice straight through enemies, ricochet off solid objects, and wreak havoc on the battlefield. Buzzkills are carried into the battlefield by Scions and are found abandoned when you need one most. The Buzzkill's strength is that a single blade can cut through multiple enemies, especially low-level enemies like Juvies and Drones. The blades also bounce off walls and solid obstacles with predictability, making it possible to bank shots off walls to strike enemies behind cover or manning a turret. Be careful, however, as those same blades may bounce off a wall and come right back at you. Many a COG has injured himself by firing a Buzzkill in close spaces, only to be downed by his own weapon.

Mulcher

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
250	250	1200	Low	Auto	77	1.0x	N/A	N/A

The Mulcher is an un-mounted chaingun that can be fired from the hip, placed on the ground, or atop cover. This heavy machine gun fires a blistering 1200 rounds per minute and can rip apart nearly any enemy in seconds. The Mulcher has a brief wind-up period as its barrels begin to rotate and has to be cooled off periodically, or else it will overheat. Hold the Reload Button to manually cool the weapon off before the temperature gauge fills and a forced three-second cooldown initiates. The Mulcher is best used from cover, while resting the weapon down atop a piece of wall or other object, since its accuracy diminishes when being fired while walking. The Mulcher is best used against close and medium-range enemies.

Campaign Arsenal

Grenades

- Players can carry up to four grenades of a single type in addition to their three weapons.
- Grenades can be thrown, planted in the ground as a proximity mine, or blind-tossed from behind cover.
- Only up to two grenades can be planted at once; planting a third grenade causes the first planted grenade to detonate.

Frag Grenade

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	4	N/A	N/A	Thrown	1500	N/A	N/A	5.0m

Frag Grenades are the most common and most lethal of all of the grenade types. They deliver intense damage across a five-meter radius and are capable of killing multiple foes with a single explosion. Frag Grenades can be thrown with tremendous accuracy over considerable distances and offer a superb way of closing Swarm nests from afar (and many nests contain replenishment grenades). Hold the Aim Weapon button to bring up the targeting reticle and maneuver the trajectory path to hit your mark. Try bouncing the grenade off of walls or the ceiling to hit enemies behind cover. Frag Grenades make excellent proximity mines—plant them inside chokepoints to lure enemies to their death.

Incendiary Grenade

MAG. SIZE	AMMO CAPACITY	RATE OF FIRE (RPM)	RECOIL	TRIGGER TYPE	BASE DMG.	HEADSHOT	ACTIVE RELOAD	DAMAGE RADIUS
1	2	N/A	N/A	Thrown	1500 (direct)	N/A	N/A	5.0m

Incendiary Grenades are quite rare compared to Frag Grenades, but do come in handy against the Swarm. Incendiary Grenades don't have nearly the damage radius as the Frag Grenade so you must hit your enemy directly to inflict any major damage. Incendiary Grenades will burn an enemy to death with a direct hit and can be used to deliver moderate damage to enemies over a small area, such as when they are taking cover behind the same object. Incendiary Grenades are best used against slower, larger creatures or Sniper and Hunter Drones that make the most use of cover.

Enemy Forces

DeeBees

Trackers

HEALTH	THREAT	WEAPONRY/ATTACKS
250 HP	Minor	Shock Grenade, Frag Grenade

The spherical Trackers spill out of drainage pipes, hatches in the ceiling, and other small openings to attack en masse at close range. An individual Tracker poses little threat, but they are never alone. Trackers roll across the landscape in attempt to get close to their target, at which time they open their metallic shell and deliver their payload.

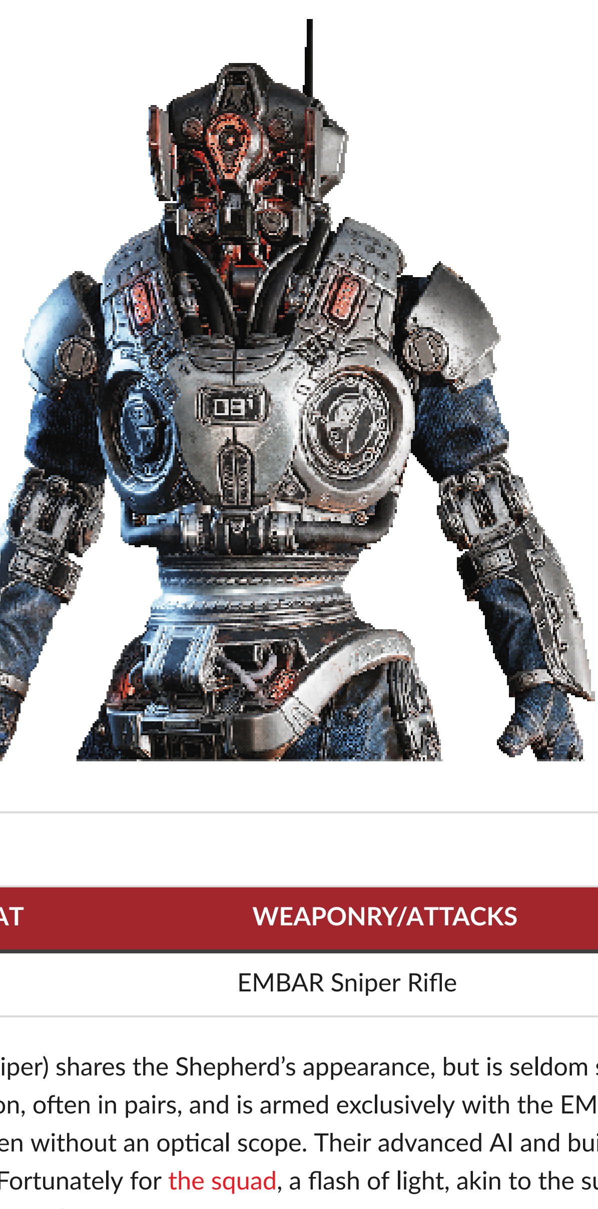
Trackers can be easily kicked aside, either while they are still rolling or after their shell has opened, though this is riskier. Shooting a Tracker repels it slightly, slowing its advance, yet it will keep on coming. Keep your distance, kick aside any that get too close, and use your Snub Pistol to shoot them repeatedly. Trackers explode when drained of health, and their detonated Shock Grenade (or Frag Grenade) may destroy other nearby Trackers.

Shepherd

HEALTH	THREAT	WEAPONRY/ATTACKS
1400 HP	Minor	Enforcer, Shock Enforcer

The Shepherd is the most common form of law enforcement within the DeeBee line-of-defense robots. DeeBee Shepherds commonly arrive via a transport cart or by drop-pod and appear in groups of as many as six at once. Shepherds are polite, issue stern but well-mannered warnings, and are humanoid in form. Shepherds are armed with the Enforcer or Shock Enforcer weapon, an energy-based SMG with a rapid rate of fire that stuns and inflicts damage.

Shepherds take cover and are generally conservative combatants, choosing to play it safe and not take too many chances. They can be dealt with using any manner of weaponry and are as susceptible to headshots as any other biped. In fact, getting a headshot kill will cause a Shepherd to fire its weapon wildly before erupting in a damaging explosion. This can be used to damage other nearby DeeBees. The Shepherds’ proclivity for crouching behind low cover leaves them vulnerable to vault-kicks and the yank-and-shank maneuver.

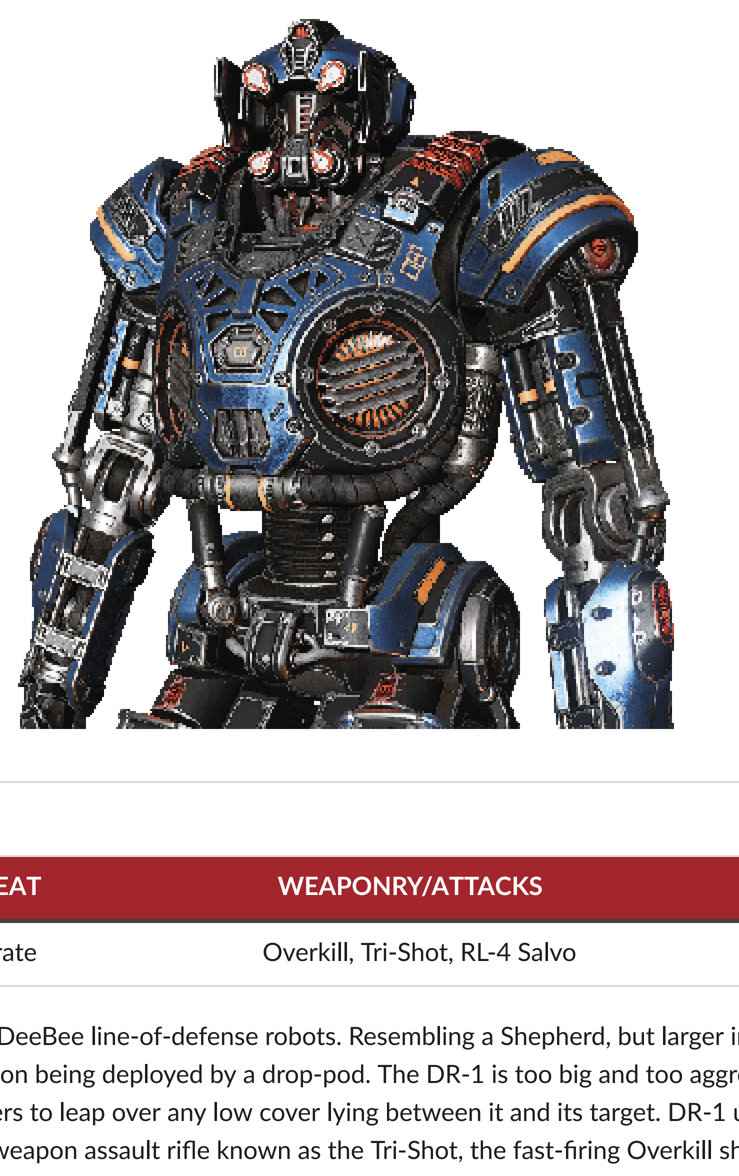


Deadeye

HEALTH	THREAT	WEAPONRY/ATTACKS
1000 HP	High	EMBAR Sniper Rifle

The DeeBee Deadeye (aka DeeBee Sniper) shares the Shepherd’s appearance, but is seldom seen up close. This unit typically attacks from a distant, elevated position, often in pairs, and is armed exclusively with the EMBAR Sniper Rifle. Deadeyes make use of cover and are very accurate, even without an optical scope. Their advanced AI and built-in imaging system renders an optical scope a frivolous unnecessity. Fortunately for the squad, a flash of light, akin to the sun reflecting on a scope’s lens, can be detected right before the EMBAR is fired.

Deadeyes, though stealthy snipers, seldom go unnoticed. Listen for your squad to alert you to their presence, then duck into cover. The best way to take out a Deadeye is with another sniper rifle, such as the Longshot or EMBAR. If that’s not possible, the next best method is by utilizing cover, getting close, and lobbing a Frag Grenade at their position. The key is to stay in cover, as the EMBAR can fire far more quickly than the Longshot can. The Dropshot is also useful against the Deadeyes, and skilled wielders of the Buzzkill may succeed in bouncing a circular blade off the terrain to kill a Deadeye behind cover.

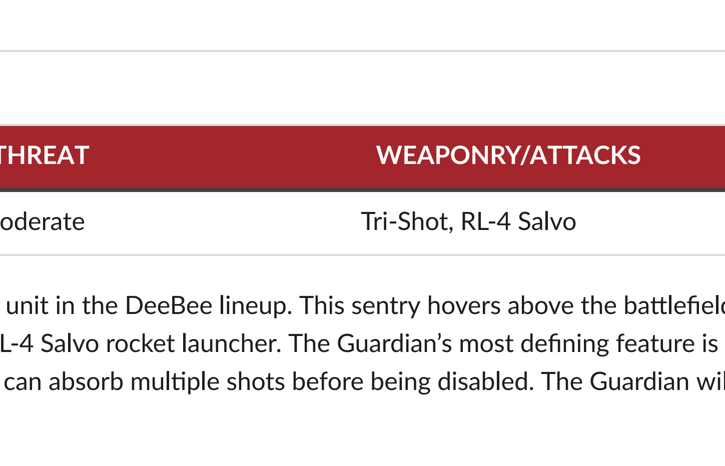


DR-1

HEALTH	THREAT	WEAPONRY/ATTACKS
7500 HP	Moderate	Overkill, Tri-Shot, RL-4 Salvo

The DR-1 is the largest of the DeeBee line-of-defense robots. Resembling a Shepherd, but larger in every dimension, the DR-1 marches straight into battle upon being deployed by a drop-pod. The DR-1 is too big and too aggressive to utilize cover. In fact, it often uses its built-in thrusters to leap over any low cover lying between it and its target. DR-1 units come equipped with either a high-powered heavy-weapon assault rifle known as the Tri-Shot, the fast-firing Overkill shotgun, or the RL-4 Salvo rocket launcher. DR-1s enter a self-destruct phase when depleted of health. They charge toward the nearest enemy and explode with devastating results. Shooting their heads or inflicting additional heavy damage to their torsos interrupts this self-destruct sequence.

DR-1s are not to be taken lightly, especially when attacking in a pair or with the Tri-Shot. Those wielding the Overkill pose a threat, but their range is limited. Keep your distance and attack from afar. Aim for the DR-1’s head and avoid staying behind cover as it approaches, as it will hop over cover, knock you back, and cause you to stumble. Have your squad focus their firepower on the DR-1, and stay alert in case it should enter its self-destruct phase and target a downed ally.

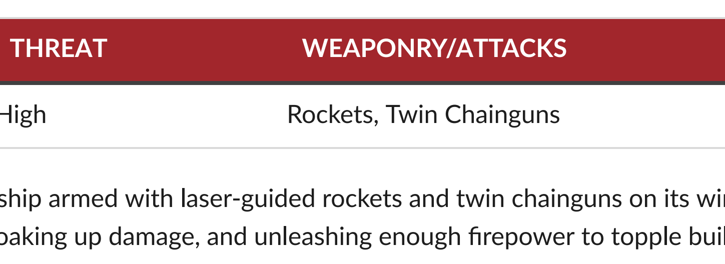


Guardian

HEALTH	THREAT	WEAPONRY/ATTACKS
6000 HP	Moderate	Tri-Shot, RL-4 Salvo

The Guardian is a flying-attack unit in the DeeBee lineup. This sentry hovers above the battlefield, periodically attacking with its Tri-Shot heavy gun or the RL-4 Salvo rocket launcher. The Guardian’s most defining feature is the energy shield it generates in front of its body. This shield can absorb multiple shots before being disabled. The Guardian will repair its energy shield after several seconds.

The Guardian’s firepower and elevated position make it a threatening adversary, but the unit is not as aggressive as a DR-1. Depending on how far you are from the Guardian, you may choose to prioritize any nearby DR-1s above it. To destroy the Guardian, try flanking it to get a clean shot on its unshielded sides. If that’s not possible, use a Lancer or similar weapon to knock out its shield, then open fire on the Guardian with something more potent like a Boomshot, Torque Bow, or Longshot. Never miss an opportunity to rip the Guardian’s weapon from its wreckage after downing one.



Kestrel

HEALTH	THREAT	WEAPONRY/ATTACKS
43,000 HP	High	Rockets, Twin Chainguns

The Kestrel helicopter is a gunship armed with laser-guided rockets and twin chainguns on its wings. The Kestrel is capable of hovering in a single position, soaking up damage, and unleashing enough firepower to topple buildings. Kestrels are rare and should be treated as mini-bosses. They are most vulnerable in their orange-glowing engines.

Moving in and out of cover is paramount when fighting a Kestrel, particularly as its gun and rockets tend to destroy cover and portions of the terrain during the fight. The Kestrel pauses between attacks for several seconds to reload its rockets or allow its guns to cool. This is your chance! Hit it with everything you’ve got, while striving to target its orange-glowing engines for maximum damage. Refer to the walkthrough for detailed tactics for each of the three Kestrel encounters during the Campaign.

Enemy Forces

Swarm

Juvie

HEALTH	THREAT	WEAPONRY/ATTACKS
350 HP	Minor	Claws (melee)

Juvies are the lowest form of Swarm, emerging from slime-filled pods resembling a gooey form of cocoon. Juvies lack the intelligence of other Swarm and attack by running headlong at their enemies, leaping off walls, hopping over cover, and not stopping until they're within clawing distance. In many ways, the Juvies are not unlike the Locust Wretches: they attack in numbers, are easily killed by any means, but can prove deadly if left unchecked.

Not every Juvie is alike. Sometimes you'll encounter a Juvie known as a "Screamer." The Juvie Screamer screeches so loudly it ruptures all other pods in the area, essentially calling other Juvies to its aid. Even when it seems that a Juvie is alone, it's never alone. Juvies often attack by the dozen. Stay out of cover, try to funnel them through a chokepoint, and unload on them with the Gnasher or Retro Lancer when they get within range.

Imago Drone

HEALTH	THREAT	WEAPONRY/ATTACKS
1240 HP	Moderate	Hammerburst, Lancer, Gnasher, Frag Grenade, Boltok

Imago Drones straddle the genetic no-man's-land between a Juvie and the other Swarm Drones. Imago Drones crawl from the nest naked and lacking the intelligence of those that get more time to bake. Imago Drones may utilize cover but often charge toward their enemy, firing their Hammerbursts on the run in a haphazard manner.

Unpredictable aggression makes the Imago Drone more of a threat than it would be if it fought more conservatively. Imago Drones have the least health of all Drones (aside from Sniper Drones) and can be slain in any number of ways. You needn't prioritize them over other Drones, but you shouldn't ignore them either.

Drones

HEALTH	THREAT	WEAPONRY/ATTACKS
1400 HP	Moderate	Gnasher, Hammerburst, Lancer, Frag Grenade

The majority of the Drones you face—and you will encounter a lot of them—fall into this category, whether they be Grenadier Drones or Rifle Drones. They all have the same amount of health and behave largely the same. Swarm Drones utilize cover, are good shots, and attempt to coordinate their attacks and use flanking maneuvers, although not to the level of Hunter Drones. These humanoid enemies are susceptible to all manner of attacks.

For a frame of reference, Swarm Drones are not that different from the thousands of Locust Drones slaughtered in past installments of the franchise. That being said, there is one key behavioral difference between Swarm Drones and the counterparts from prior games. Swarm Drones, particularly those armed with a Hammerburst, occasionally charge your position as if armed with a Retro Lancer. This suicide charge can be easily defeated with a well-timed chainsaw attack, but it serves the purpose of distracting the player and may leave you vulnerable to attacks from other Swarm.

Sniper Drone

HEALTH	THREAT	WEAPONRY/ATTACKS
800 HP	High	Longshot

Sniper Drones aren't much different from the DeeBee Snipers you've faced prior to encountering these foes. Sniper Drones have much less health than their close-range counterparts, but are seldom reachable on foot. Sniper Drones prefer to stake out a covered, elevated position, out of range of JD and the squad, where they can fire their Longshots from afar.

As with DeeBee Snipers, someone in the squad—maybe JD himself—will shout to announce their presence. And if they don't, the telltale crack of the Longshot should be all you need to know a Sniper's present. Duck into cover and scan the distance for the glint of light reflecting off the Longshot's scope. Shoulder your Longshot or EMBAR if you have one, otherwise reach for a Dropshot or try to cover-slip your way within range to use a Frag Grenade.

Hunter Drone

HEALTH	THREAT	WEAPONRY/ATTACKS
1400 HP	High	Torque Bow

Hunter Drones are the most skilled of the Drone class of Swarm. Equipped with Torque Bows, Hunter Drones attack in small groups, utilize cover exceptionally well, and coordinate their attacks to flank your squad. Since Hunter Drones are more organized, they are far more difficult to deal with than their other Swarm bretheren.

Scion

HEALTH	THREAT	WEAPONRY/ATTACKS
8200 HP	High	Dropshot, Mulcher, Buzzkill

Scions are the deadliest of all Swarm humanoid enemies. While they do move slowly and ignore cover, these hulking beasts have two very threatening advantages. For starters, Scions are equipped with deadly weaponry. Scions are extremely accurate with the Dropshot and will quickly headshot you if you stay in one place for too long—never mount a turret in their vicinity for more than a few moments. Secondly, and perhaps more importantly, Scions possess the ability to rally the other Drones around them. Watch for the Scion to stomp its foot and slowly raise its fist in a cloud of gas. This upgrades the other Drones, increasing their attack damage and fortifying their armor. The rallying cry will also revive any DBNO drones in the area.

There are two ways to go about dealing with a Scion. One approach is to quickly kill off the other Drones in the area so that the Scion has

no allies to upgrade. This can work if you're fast, especially if you coordinate with a Co-Op teammate. The other option is to focus all attacks on the Scion as soon as its presence is known. Ideally, you will kill it before it can upgrade the other Drones, but its rallying cry takes time and renders the Scion a large, motionless target during the process. Open fire!

Elite Drone

HEALTH	THREAT	WEAPONRY/ATTACKS
1800 HP	High	Lancer, Hammerburst, Gnasher, Boltok, Frag Grenades

Elite Drones should be prioritized above all other Drones (and second only to Scions in terms of Swarm bipeds), since they are much tougher and more aggressive than standard Drone enemies. Flush Elite Drones out of cover with Frag Grenades or other heavy firepower, then unload on them with your best weapons. Prioritize these foes, since they are a large threat on any battlefield due to their health stats and guile.

Pouncer

HEALTH	THREAT	WEAPONRY/ATTACKS
7250 HP	High	Quills (ranged), Claws (melee), Pounce

The Pouncer is the first non-biped member of the Swarm you encounter. This four-legged creature resembles a lizard and spends much of its time leaping from one piece of cover to the next, always perching atop it. This leaves the Pouncer extremely vulnerable to attacks—you'll be able to target it from any direction—but it also gives it enough elevation to fire its quills at you, even if you are behind nearby cover. The Pouncer flings its quills from its tail. Watch for an orange glow to rise toward the tip of the Pouncer's tail, signaling another quill attack is imminent. The Pouncer fires its quills in the direction it's facing.

Keep away from the Pouncer while firing at it, trying to hit the soft tissue of its (orange) belly whenever possible. The Pouncer will attempt to pounce if you're in range and not in cover. You can be pounced upon when you're standing up—you don't need to be DBNO. Once you have been pounced on you have a limited time to escape before the Pouncer finishes you off. Fight back by rapidly tapping the B button. Once it's taken a lot damage, you'll see that its belly begins to glow and its jaws drip ooze. This means it's injured and is now vulnerable to executions. You can chainsaw the beast or blast it out of the air with a shotgun it if attempts to pounce on you. Also, if you knock it off an ally, it will be briefly vulnerable to a chainsaw execution.

Carrier

HEALTH	THREAT	WEAPONRY/ATTACKS
33,000 HP	Extreme	Cankers, Ground Pound, Melee

The Carrier is the tank of the Swarm, a heavily armored monstrosity that launches a barrage of fiery, explosive organic projectiles from its chest. The Carrier moves slowly, but can march across the landscape, stepping over cover as it persists in its effort to squash humans under its claws. The Carrier's exoskeleton renders it immune to nearly all attacks, forcing JD and his squadmates to wait for the Carrier to open its chest plates in effort to launch its projectile attack. Open fire on the Carrier's chest, then shoot the twirling projectiles out of the air before they make contact.

The Carrier is a boss class of enemy, and more detailed tactics for defeating it are included in the walkthrough portion of this book. Nevertheless, the primary keys for success against the Carrier are to: 1) only shoot it when its chest plates are open, and 2) stay out of range of its ground-pound and melee strikes.

Snatcher

HEALTH	THREAT	WEAPONRY/ATTACKS
30,000 HP	Extreme	Quill Attack, Acid Spit, Melee, Abduction

The scorpion-like Snatcher is similar to the Pouncer in that it fires a quill from its tail, but that is where the similarities end. This creature roams the battlefield, trying to down any humans it can via a ground-shaking claw strike, acid spit, or its instant-down tail quill. Once its prey has been downed, the Snatcher moves above it, opens its chest cavity, and uses its internal tendrils to abduct the human. The Snatcher then attempts to carry the human out of the area—it's game over if it succeeds.

Detailed tactics for defeating the Snatcher are included within the walkthrough portion of this book. The Snatcher is a boss class of enemy that requires a lengthier discussion than appropriate here, particularly in the interest of keeping this chapter spoiler-free.

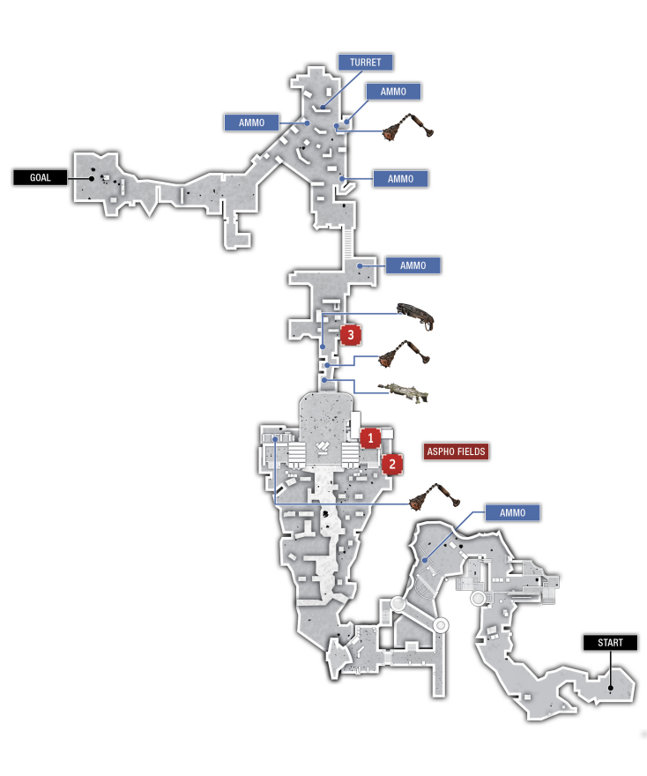
Swarmak

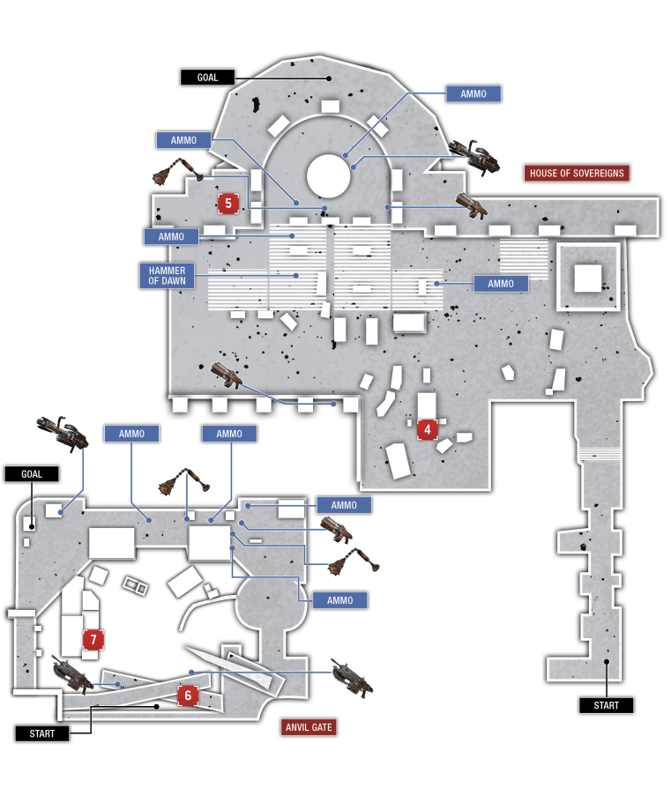
HEALTH	THREAT	WEAPONRY/ATTACKS
~175,000 HP	Extreme	Chain Guns, Rockets

Intel is spotty on this massive creature, but rumor has it that the Swarm leadership has brought a relative of the popular Locust Brumak under their control. These reports have not been confirmed, but humans preparing to invade any Swarm hives should read the Act Four portion of this guide's walkthrough carefully before proceeding.

Act 1

Prologue





SITUATION OVERVIEW

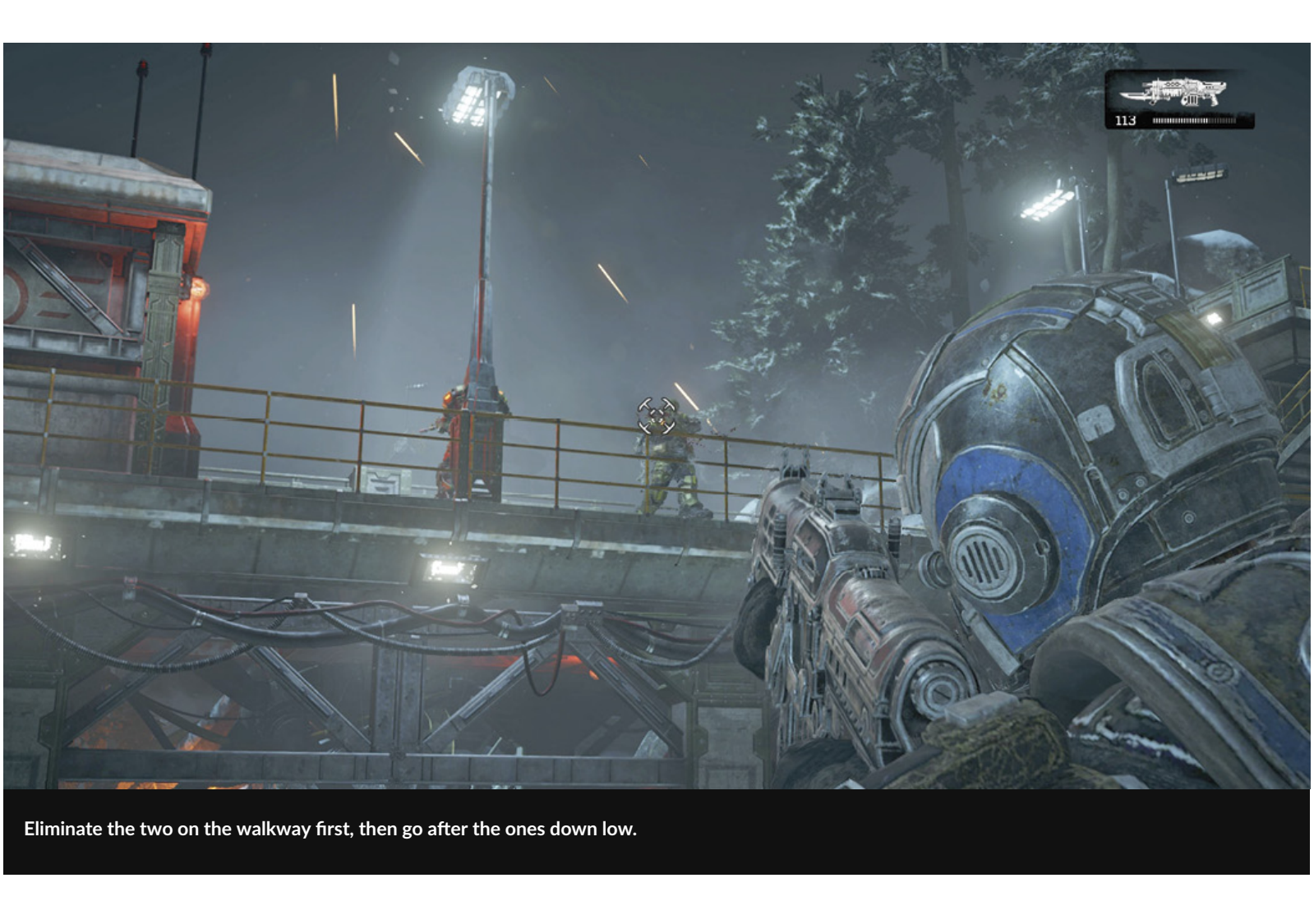
First Minister Jinn has gathered a crowd of thousands in New Ephyra to commemorate the twenty-fifth anniversary of the end of the Locust War. As she recalls the triumphs and tragedies of the many battles leading up to the final annihilation of the Locust, you are thrust back onto the battlefield to act out those moments. This three-part Prologue reenacts battles at Aspho Point, the House of Sovereigns, and Anvil Gate. These brief scenes aren't just to refresh your memory about the COG's prior struggles, but also serve as a tutorial for newcomers and those who may have been away from Sera for a while.

COLLECTIBLES

1. UIR Security Report
2. COG Tag
3. UIR Anti-COG Pamphlet
4. Jacinto Herald
5. COG Tag
6. Bernie's Last Will And Testament
7. COG Tag

ASPHO FIELDS

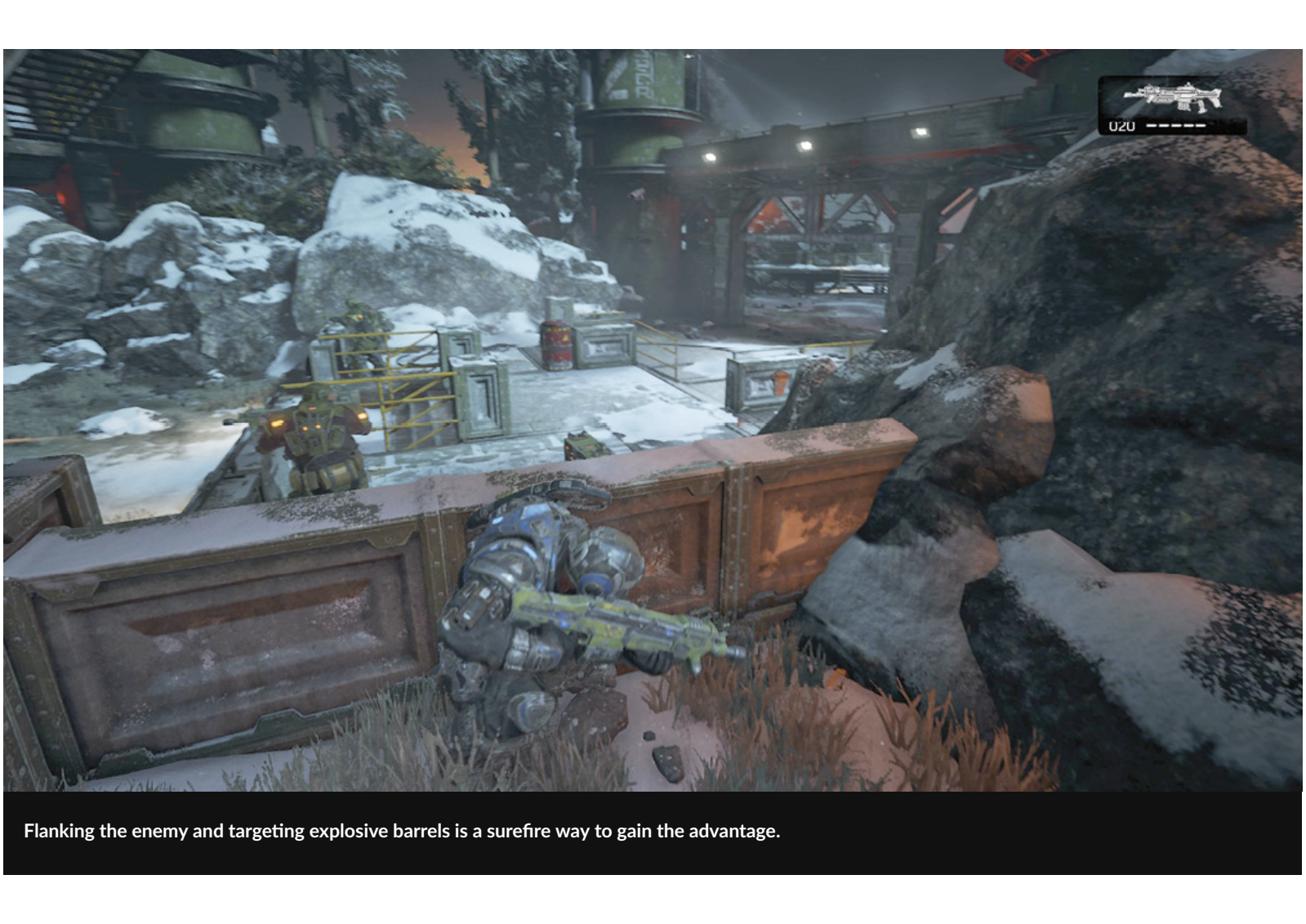
OBJECTIVE: DESTROY THE UIR COMM TOWER



Eliminate the two on the walkway first, then go after the ones down low.

Together with two other similarly nameless privates, you must make your way to the UIR comm tower located at the end of the canyon. Dominic Santiago is in charge, a voice longtime *Gears* fans will be happy to hear, if only briefly. R.I.P., Dom.

Sprint up the beach with your squad and slide into cover at the first sign of the Indie soldiers. Use your equipped Retro Lancer to take out the soldiers on the upper walkway. The Retro Lancer has a hell of a kick, so fire in short bursts and aim lower on the torso than you might otherwise. Kill the two Indies on the ground and swap out your Retro Lancer for the semi-automatic Markza Mk1 rifle.



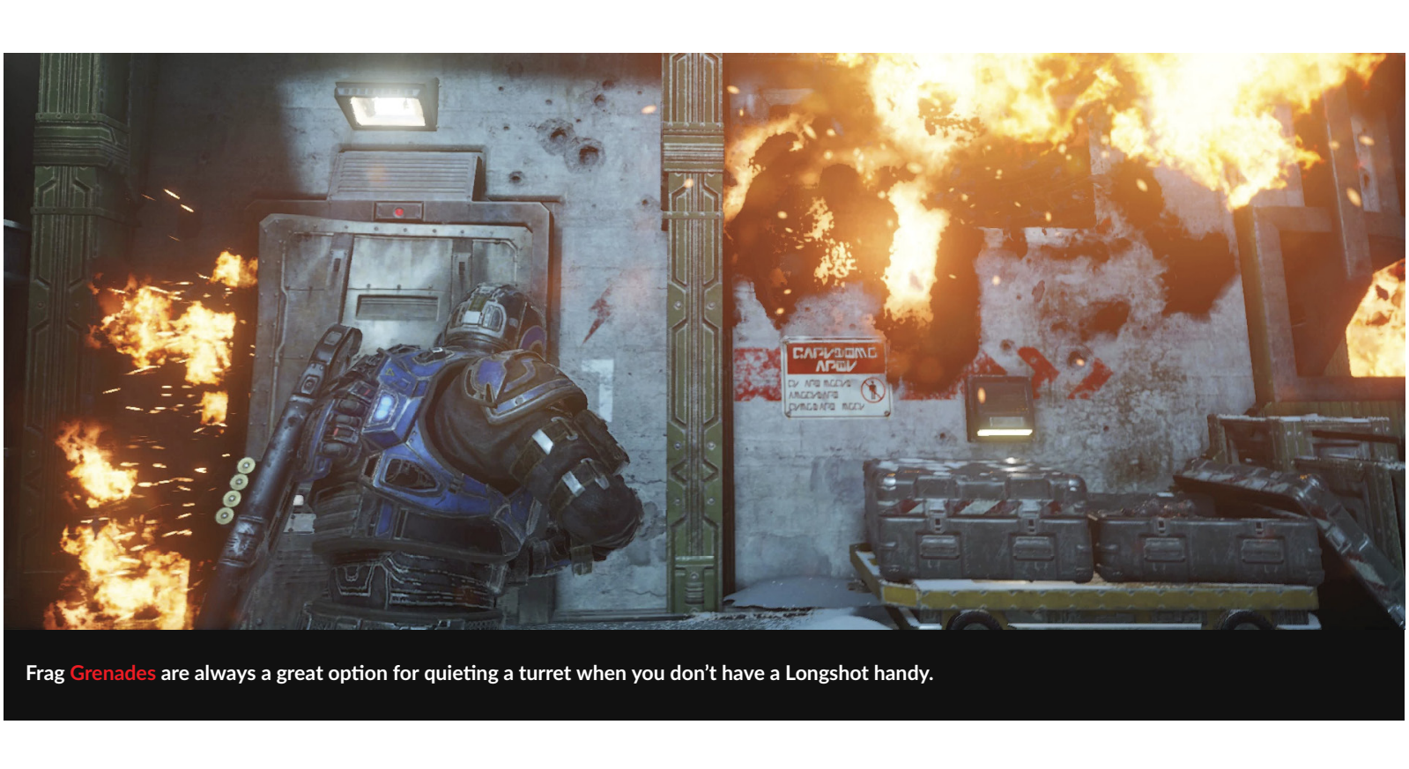
Flanking the enemy and targeting explosive barrels is a surefire way to gain the advantage.

Advance to the next enemy strongpoint and take cover behind the barriers. Dom will command you to flank the enemy. Vault the log on the right and make your way up the narrow canyon to get the drop on the enemy. Fire two quick shots at the explosive barrel on the walkway to eliminate the enemies nearest it. Drop down, collect the ammo, and advance to the comm tower around the corner.

OBJECTIVE: ENTER THE WEAPONS FACILITY

Colonel Hoffman is going to regroup with Santiago's squad at the weapons lab. In order to meet him there, you must first get past the enemy stronghold up ahead. Dom's going to head to the right with another private. You make your way up the path on the left.

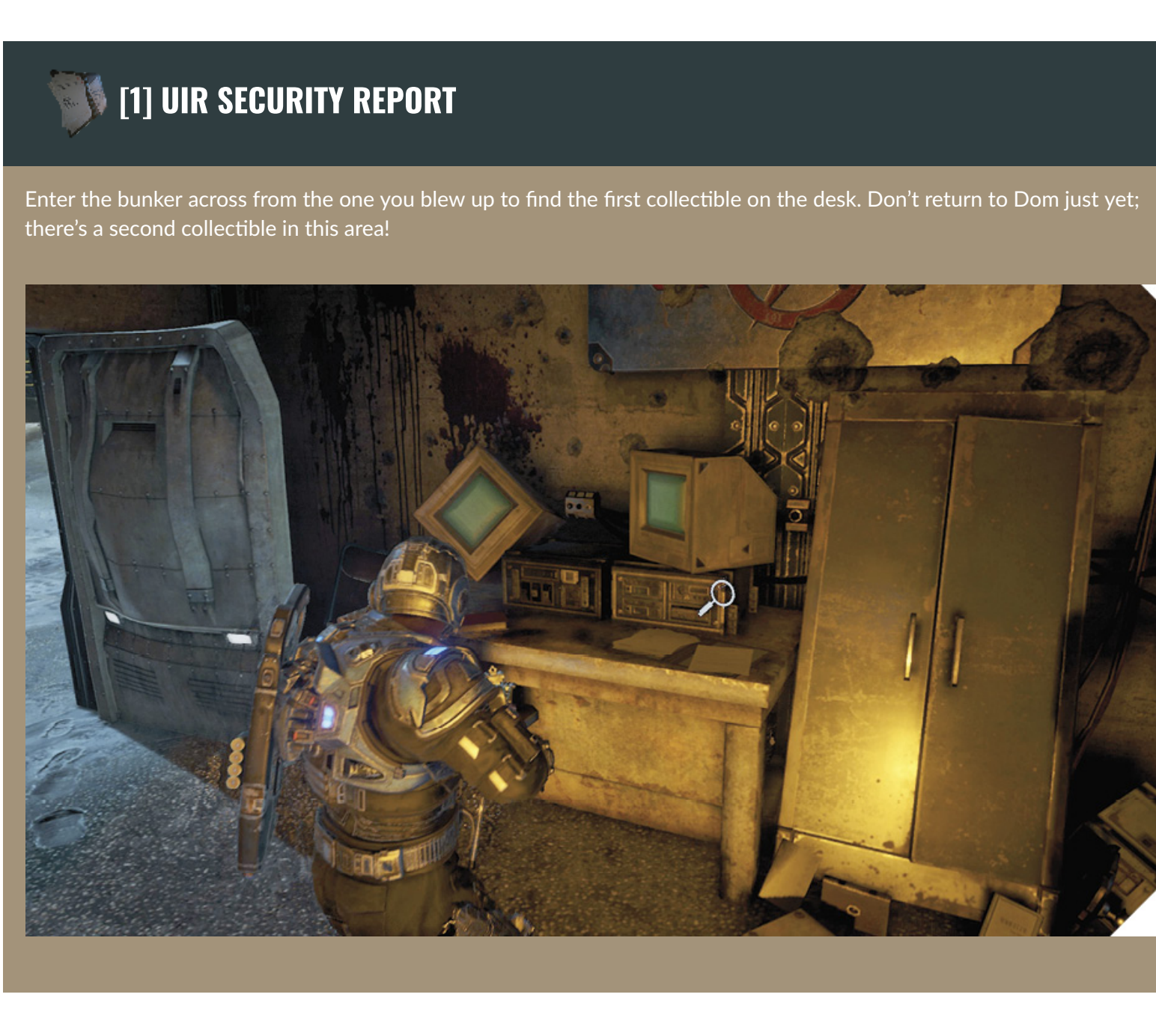
Ignore the incoming mortars and turret fire. Slide from cover to cover, and roadie run along the left-hand edge of the area to avoid the most incoming fire. Sprint up the steps, grab a Frag Grenade from the container if you need any, and lob one through the window to take out the turret. The explosion will also buckle the door, giving you something to grab hold of. Yank the door open and cut through the bunker to join the others.



Frag Grenades are always a great option for quieting a turret when you don't have a Longshot handy.

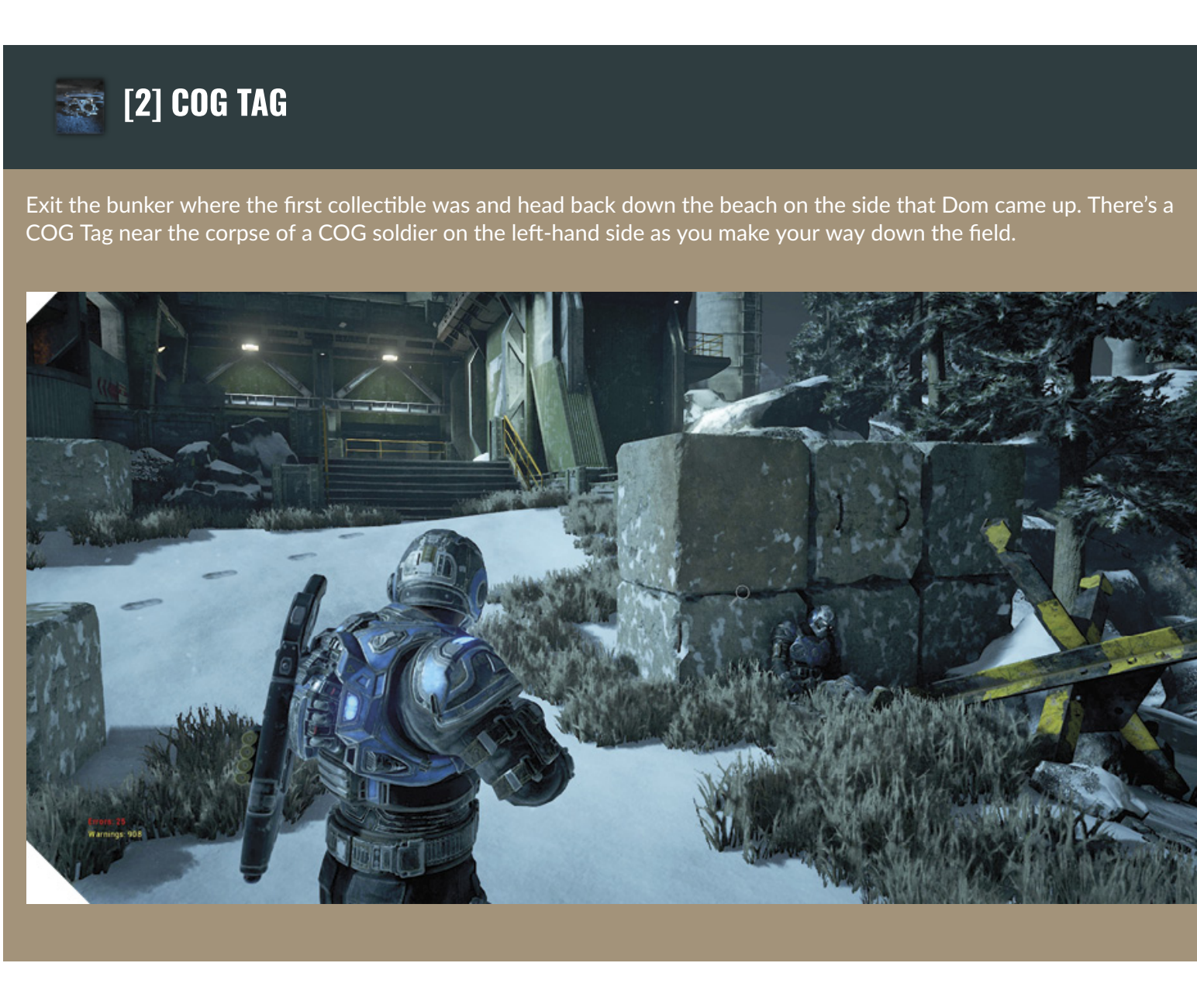
[1] UIR SECURITY REPORT

Enter the bunker across from the one you blew up to find the first collectible on the desk. Don't return to Dom just yet; there's a second collectible in this area!



[2] COG TAG

Exit the bunker where the first collectible was and head back down the beach on the side that Dom came up. There's a COG Tag near the corpse of a COG soldier on the left-hand side as you make your way down the field.

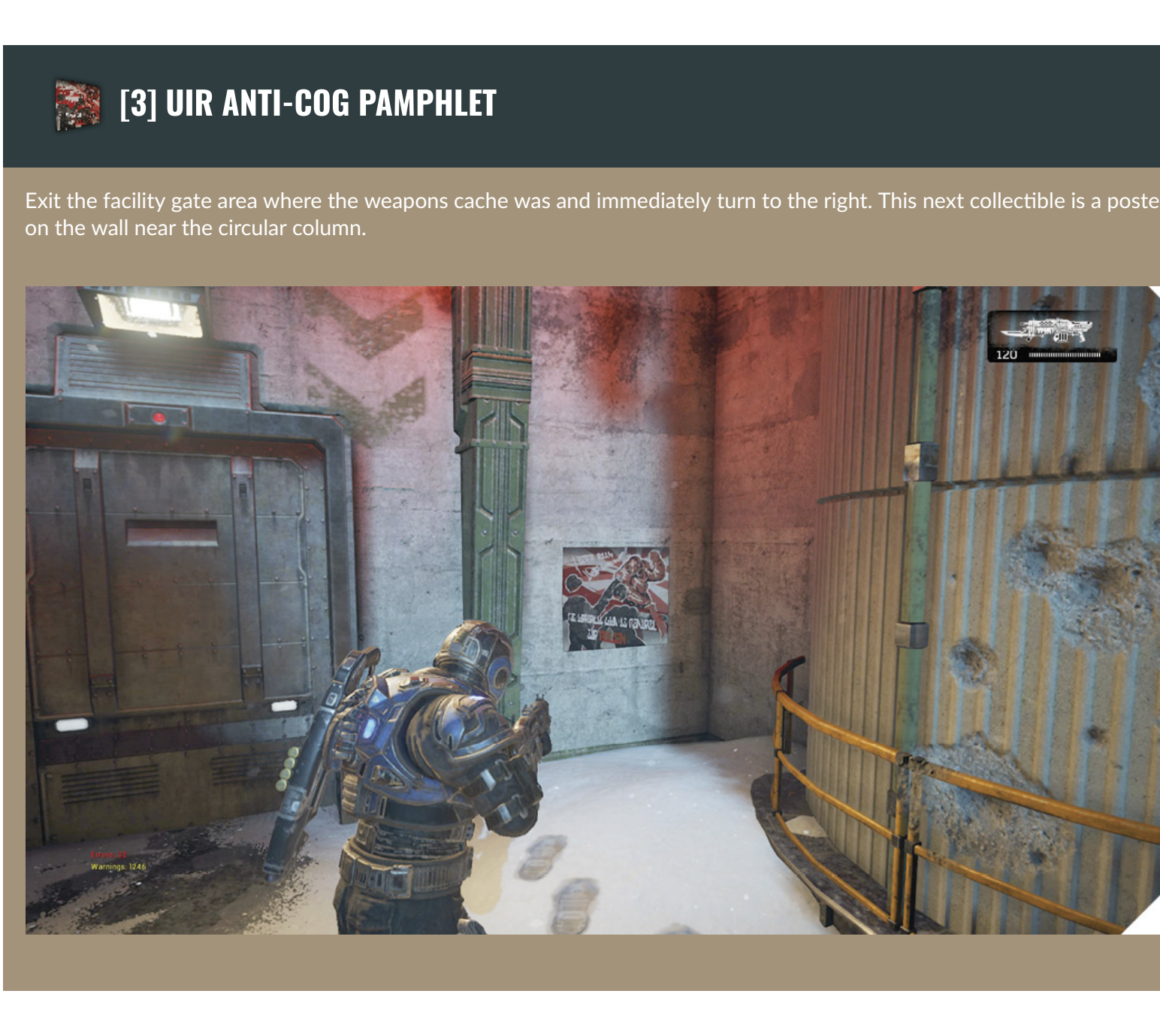


Interact with the keypad beside the door to open the facility gates. Stock up on ammo and weapons before leaving, as the UIR has a full accompaniment of defenses waiting for you inside. You may want to stick with the Markza Mk1, since a precision weapon comes in handy. Don't miss the extra Frag Grenades.

OBJECTIVE: OVERRIDE THE LAB SECURITY DOOR

[3] UIR ANTI-COG PAMPHLET

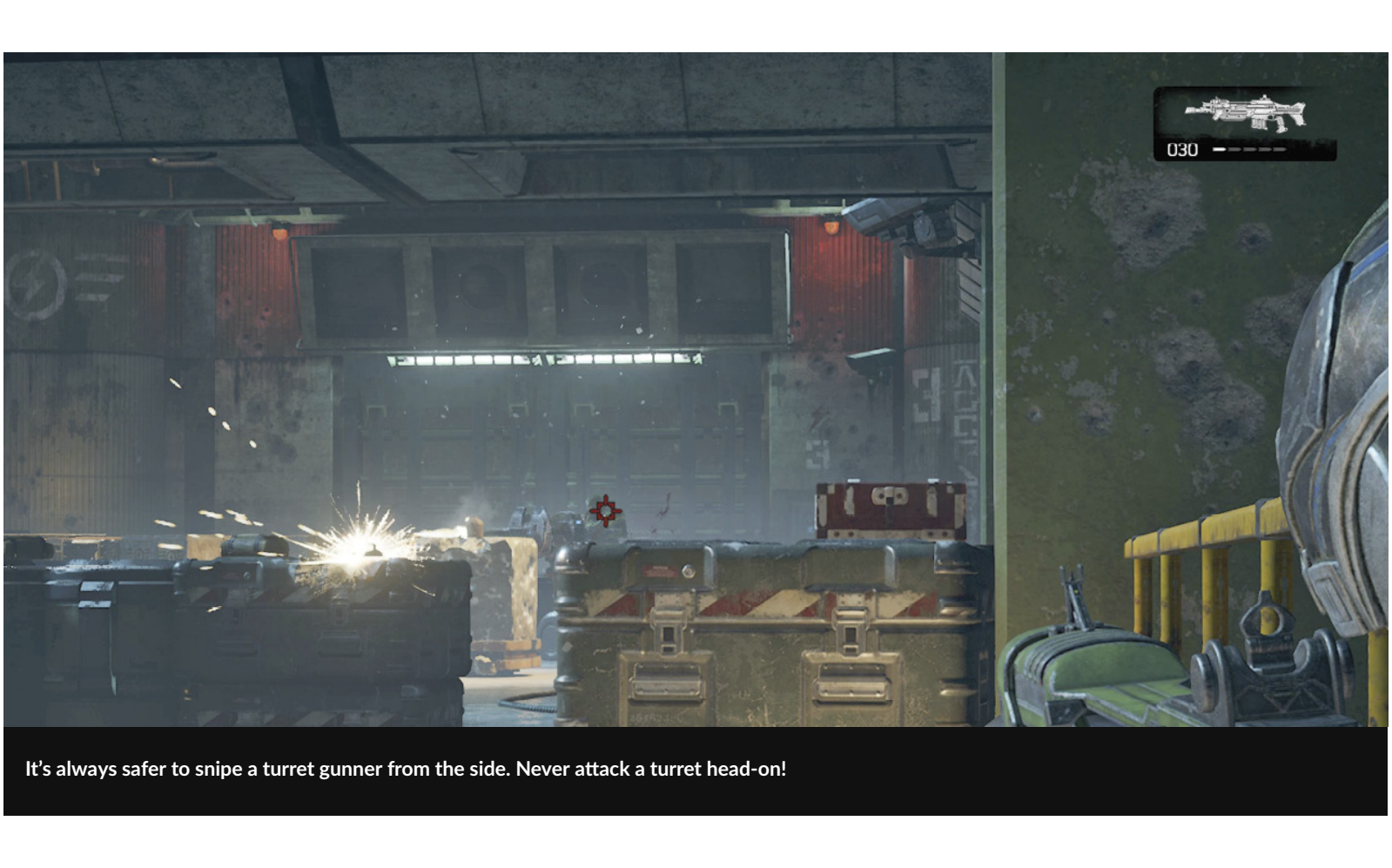
Exit the facility gate area where the weapons cache was and immediately turn to the right. This next collectible is a poster on the wall near the circular column.



Slide into cover to the left of Dom and the others so you can get an angle on the few enemies here. Reinforcements emerge from the heavy gate off to the right—take them out with the Markza Mk1 before they can close on your squad. Be ready to use the Gnasher should any Indies try to charge your position along the left-hand side.

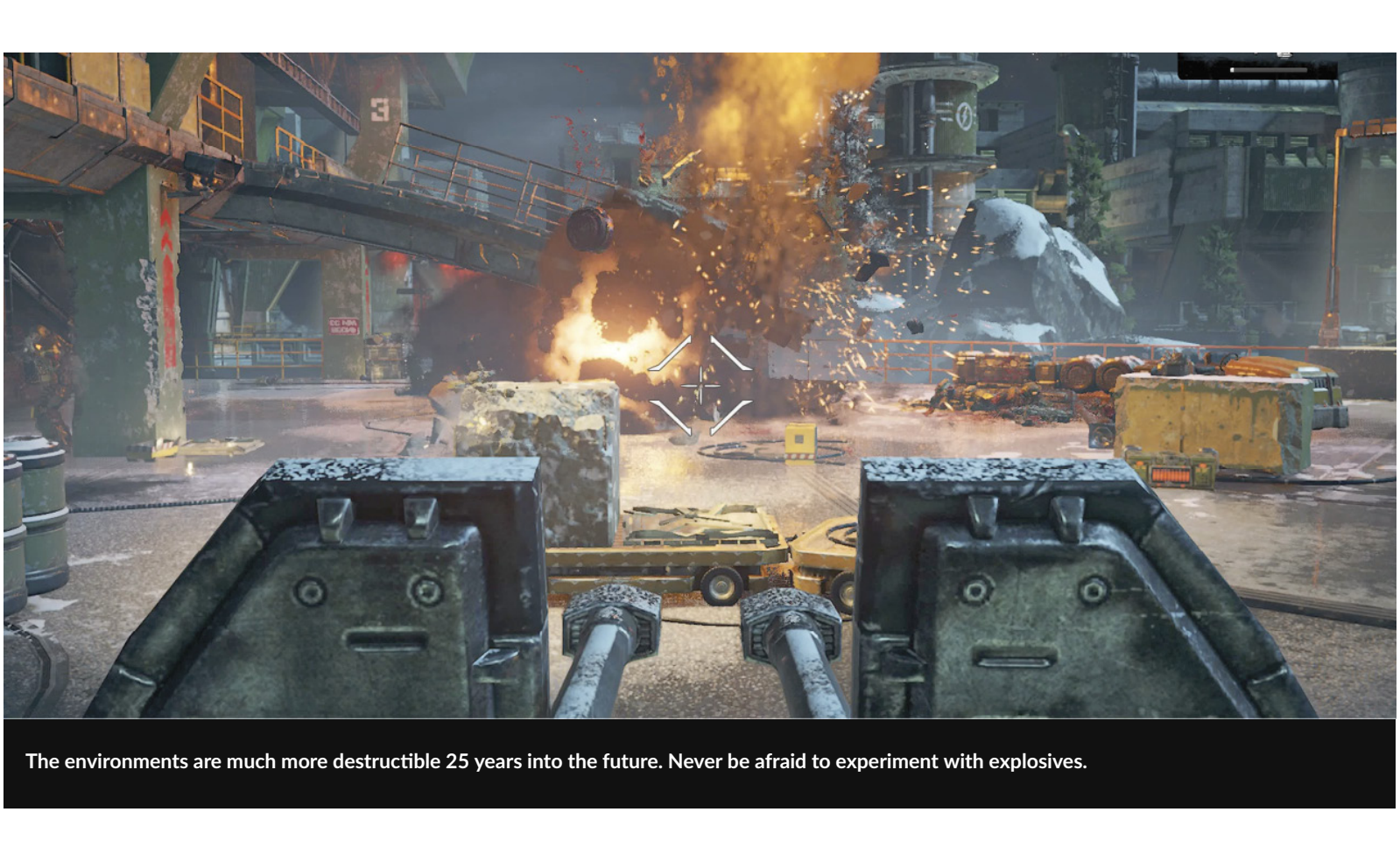
Sprint up the stairs and move into cover on the right, as far away from the turret as you can get. Snipe the gunner manning the turret while he's aiming at Hoffman and his squad off to the left.

Advance along the columns on the right side of the yard, keeping close tabs on the turret. Snipe any Indie soldier who dares to make a move for the big gun. Advance along the columns on the right side of the yard, keeping close tabs on the turret. Snipe any Indie soldier who dares to make a move for the big gun.



It's always safer to snipe a turret gunner from the side. Never attack a turret head-on!

It's up to you and the others to defend the lab entrance while Dom and Hoffman go inside to search for the weapon plans. Man the turret and open fire on the UIR soldiers marching your way from the left. Wait for them to pass under the upper walkway, then open fire on the explosive barrel near the support column. This brings down the whole platform, crushing those under it.

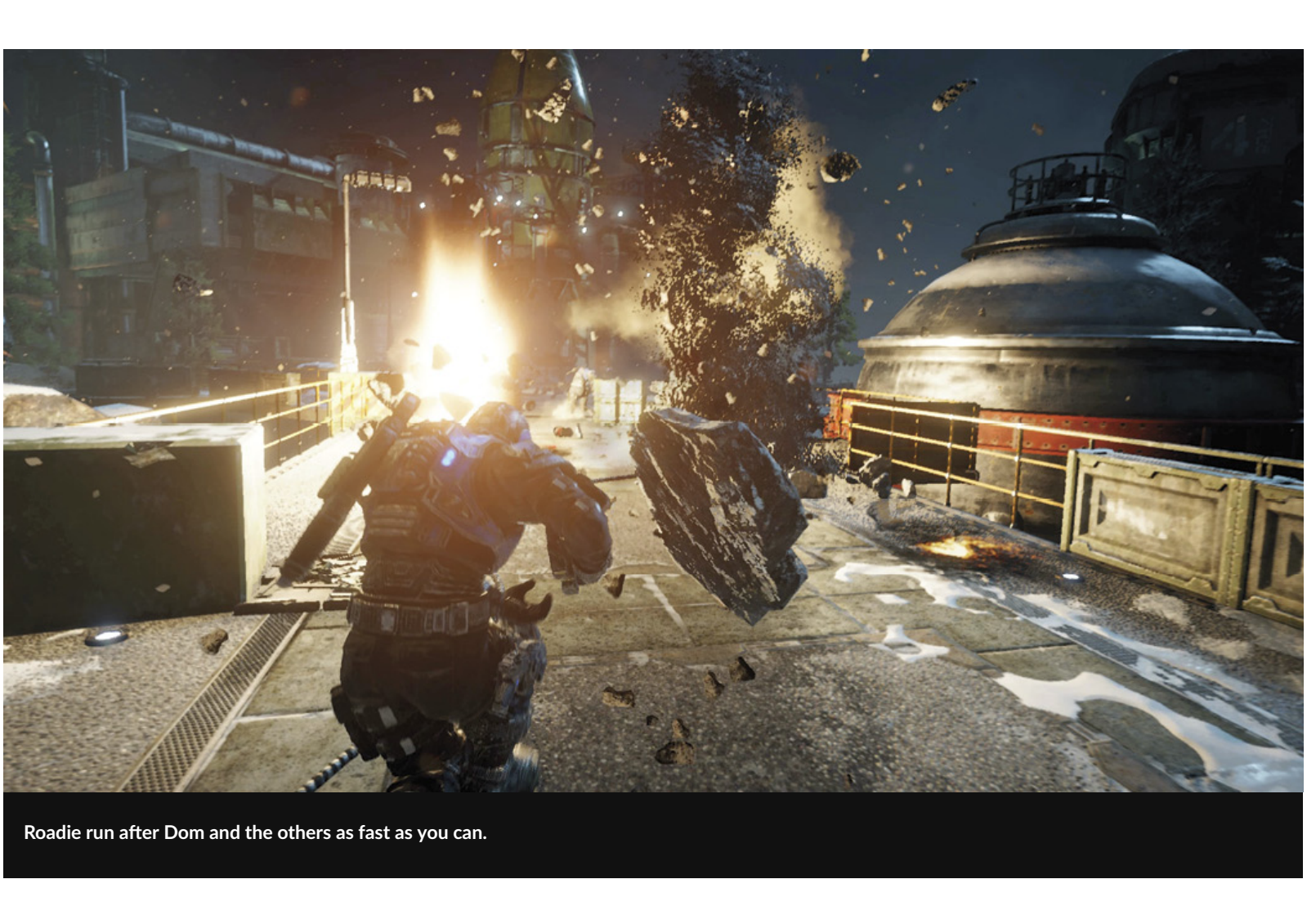


The environments are much more destructible 25 years into the future. Never be afraid to experiment with explosives.

The next wave of UIR soldiers originates on the right. Continue to use the turret in short bursts to pick them off as they get close. Sweep back to the left to make sure none of the many Indies on that side are getting too close. Remember how easily you sniped the turret gunner when he was facing the right? Learn from your enemy's mistake. Pan back and forth to ensure nobody gets too close.

> **VENTING THE HEAT**
>
> Many of the heavy weapons you'll encounter have a thermal gauge instead of an ammunition counter. The weapon enters a prolonged state of cooldown if you let it overheat. Monitor the meter to keep it from turning red. You can cool the weapon by either firing in short bursts or by holding the Right Bumper to force a rapid venting of heat. Turrets, the Mulcher, and the Tri-Shot all run the risk of overheating.

Hoffman and Dom make it back with the plans just as a mortar attack is launched. Take off running to the right and don't stop. Do your best to avoid the incoming mortars by swerving as you roadie run. Follow the others to the evac point located on the beach.



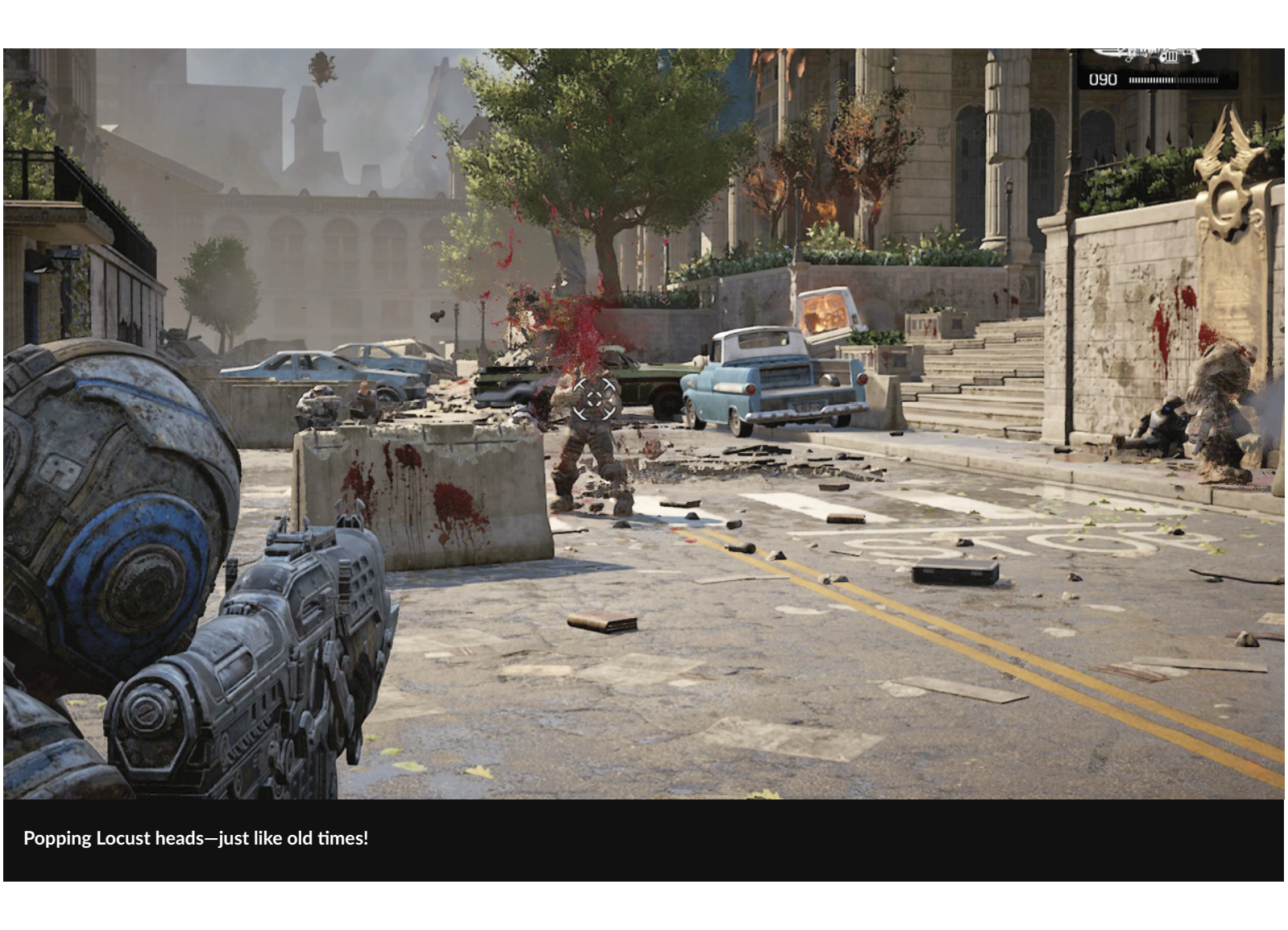
Roadie run after Dom and the others as fast as you can.

HOUSE OF SOVEREIGNS

OBJECTIVE: PICK UP THE HAMMER OF DAWN

Two years after securing the Hammer of Dawn plans, the world was changed forever. Emergence Day. Corporal Kim led a squad of Gears to escort Colonel Hoffman's convoy at the House of Sovereigns in attempt to hold off the Locust. You are one of those escorts.

Grab the Gnasher and head out into the street after the convoy. A number of Locust Wretches are headed your way. Stand tall, a couple paces behind cover, and blast them with the shotgun as they leap over the fallen columns. Drop into cover once the Wretches have been eliminated and use the Retro Lancer to take out the Drones.

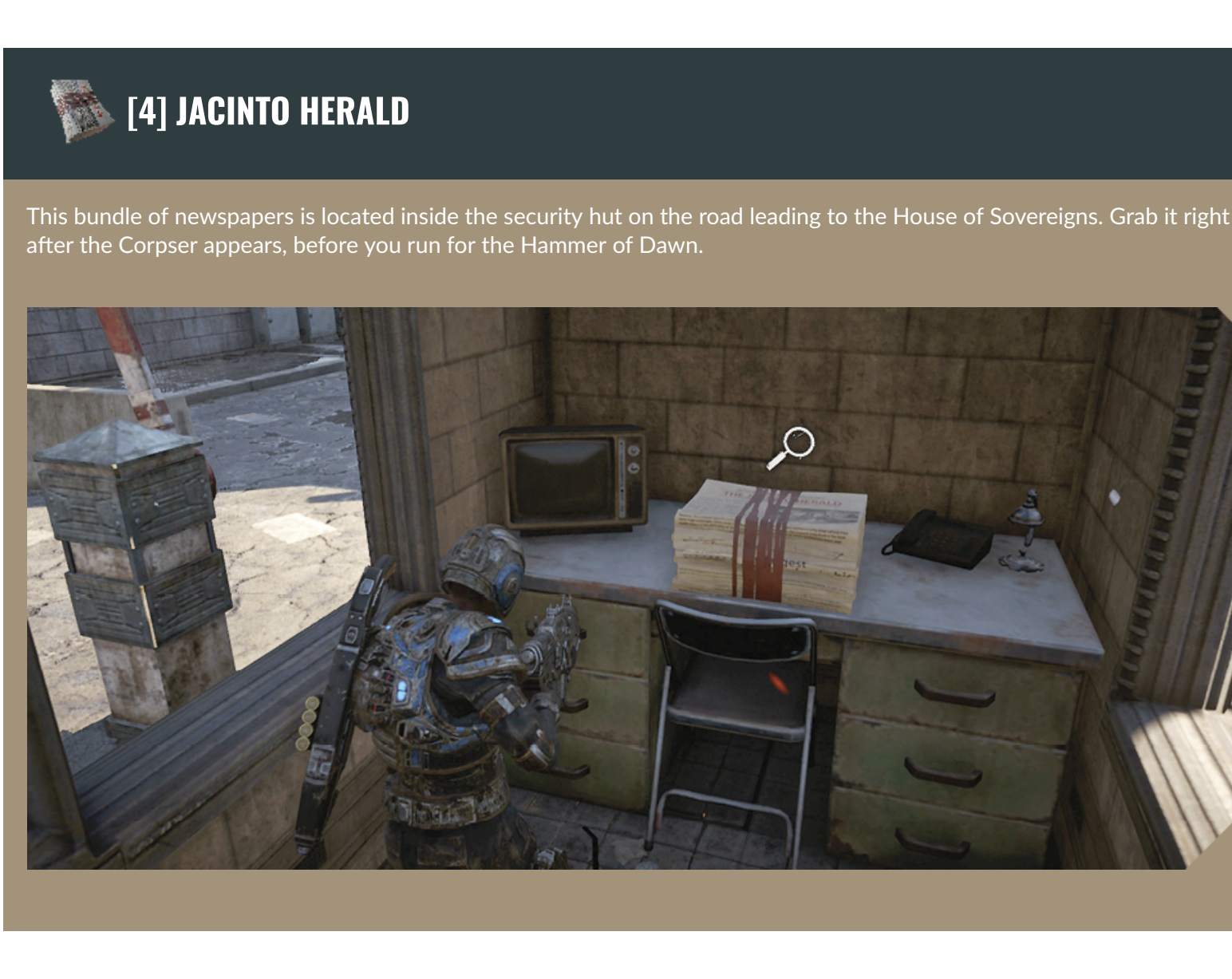


Popping Locust heads—just like old times!

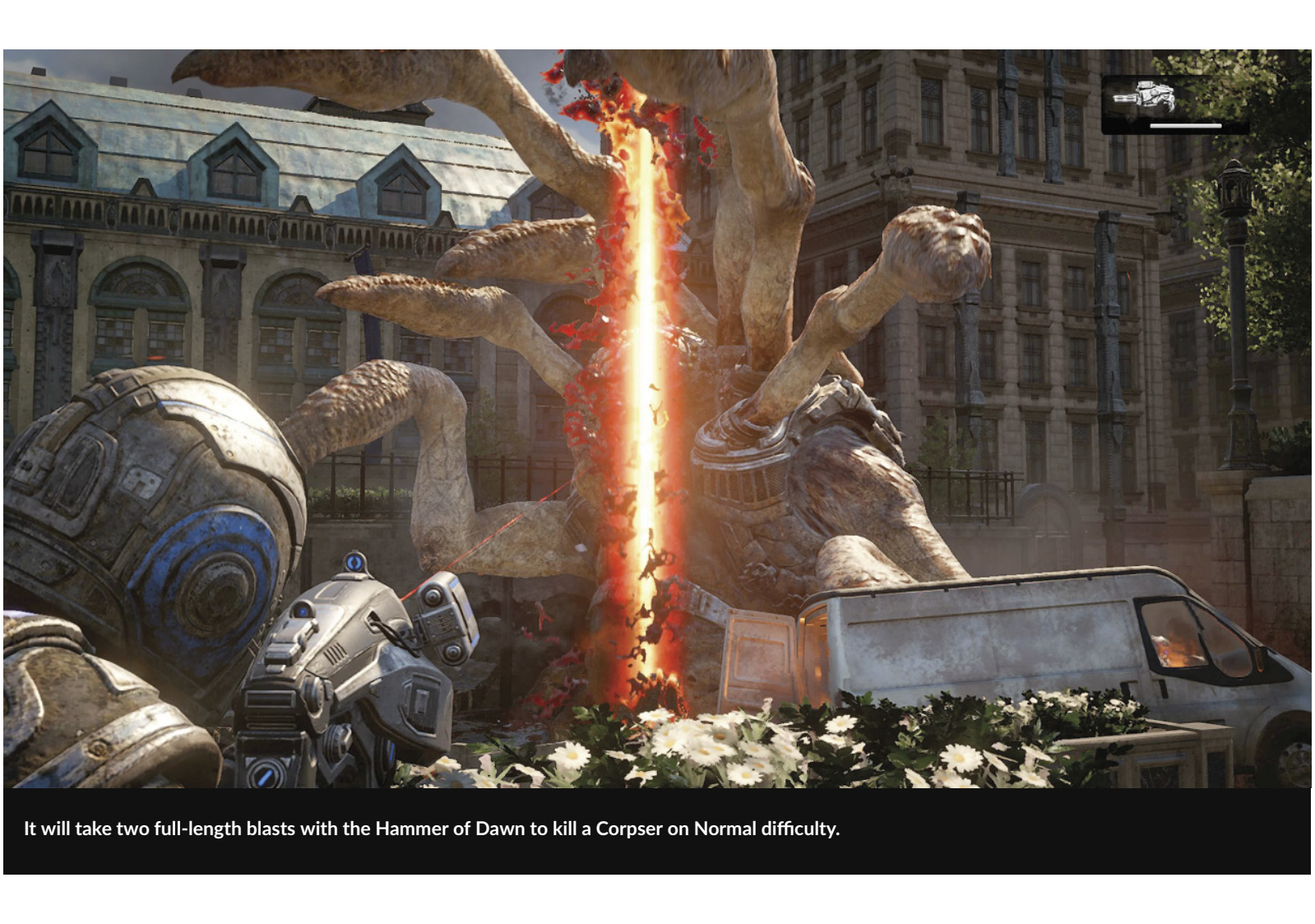
Corporal Kim's attempt to assist the Colonel is interrupted by the appearance of a massive Locust known as the Corpser. This creature is immune to your bullets; the only way to harm it is with the Hammer of Dawn. Lucky for you, Lieutenant Anya Stroud knows of one nearby.

[4] JACINTO HERALD

This bundle of newspapers is located inside the security hut on the road leading to the House of Sovereigns. Grab it right after the Corpser appears, before you run for the Hammer of Dawn.



Ignore the Corpser and other Locust and sprint straight for the burning van at the far end of the House of Sovereign's front stairs. Swap out the Gnasher for the Hammer of Dawn and retreat to cover atop the stairs. Take aim at the Corpser and hold the trigger so the satellite can lock the targeting reticle's position. Continue holding the trigger until the Hammer of Dawn's orbital strike is depleted. Affix the target again, anywhere on the Corpser.

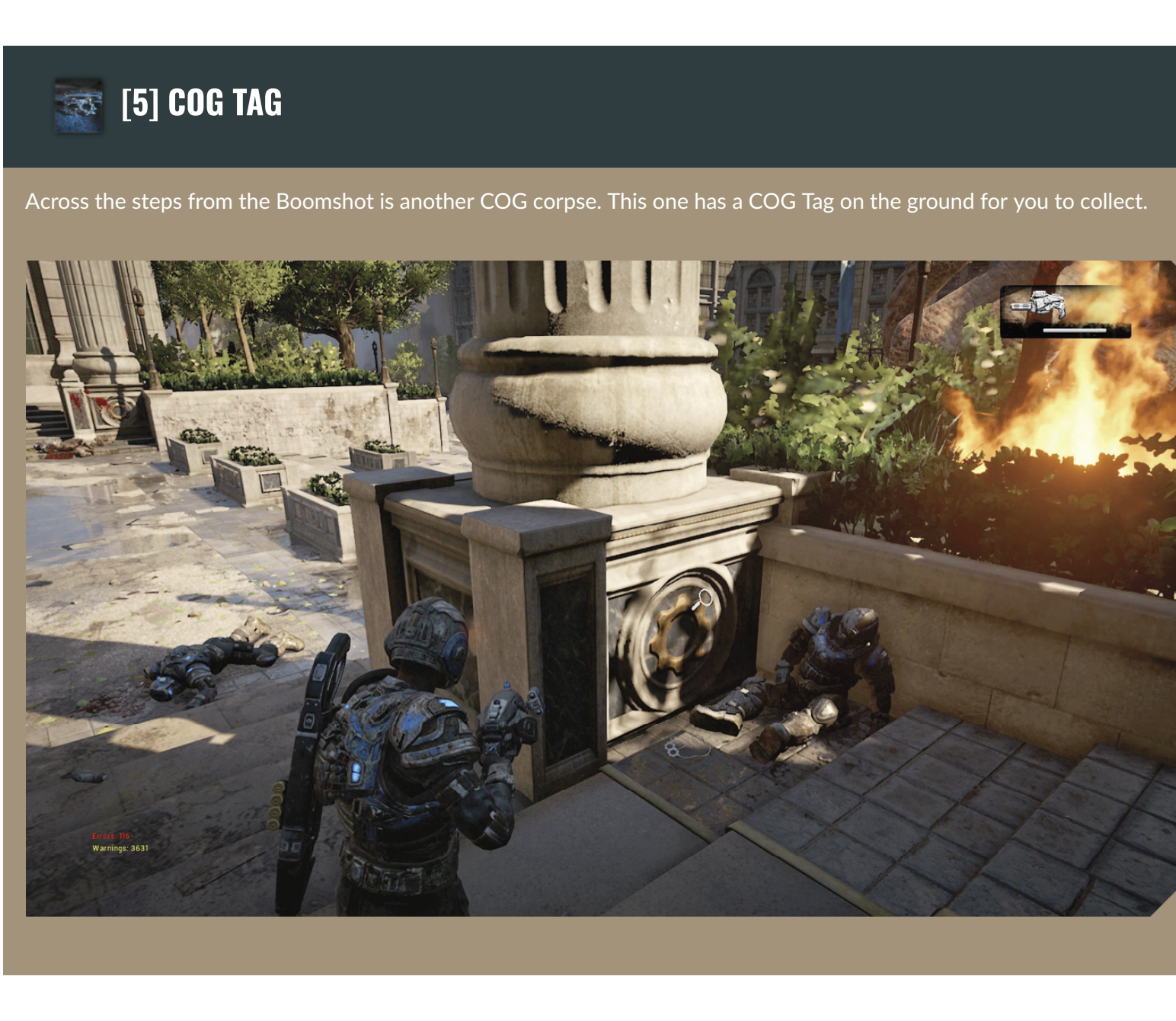


It will take two full-length blasts with the Hammer of Dawn to kill a Corpser on Normal difficulty.

Grab the Frag Grenades behind the planter and locate the Boomshot near the corpse on the left. Take cover behind a planter and let your fellow COGs pick off the lesser Locust enemies while you await the heavies. Lob some Frag Grenades at any Drones that get too close, then use the Hammer of Dawn on the Corpser when it returns. This is the same Corpser, it's just not dead yet. This clears the way for Hoffman.

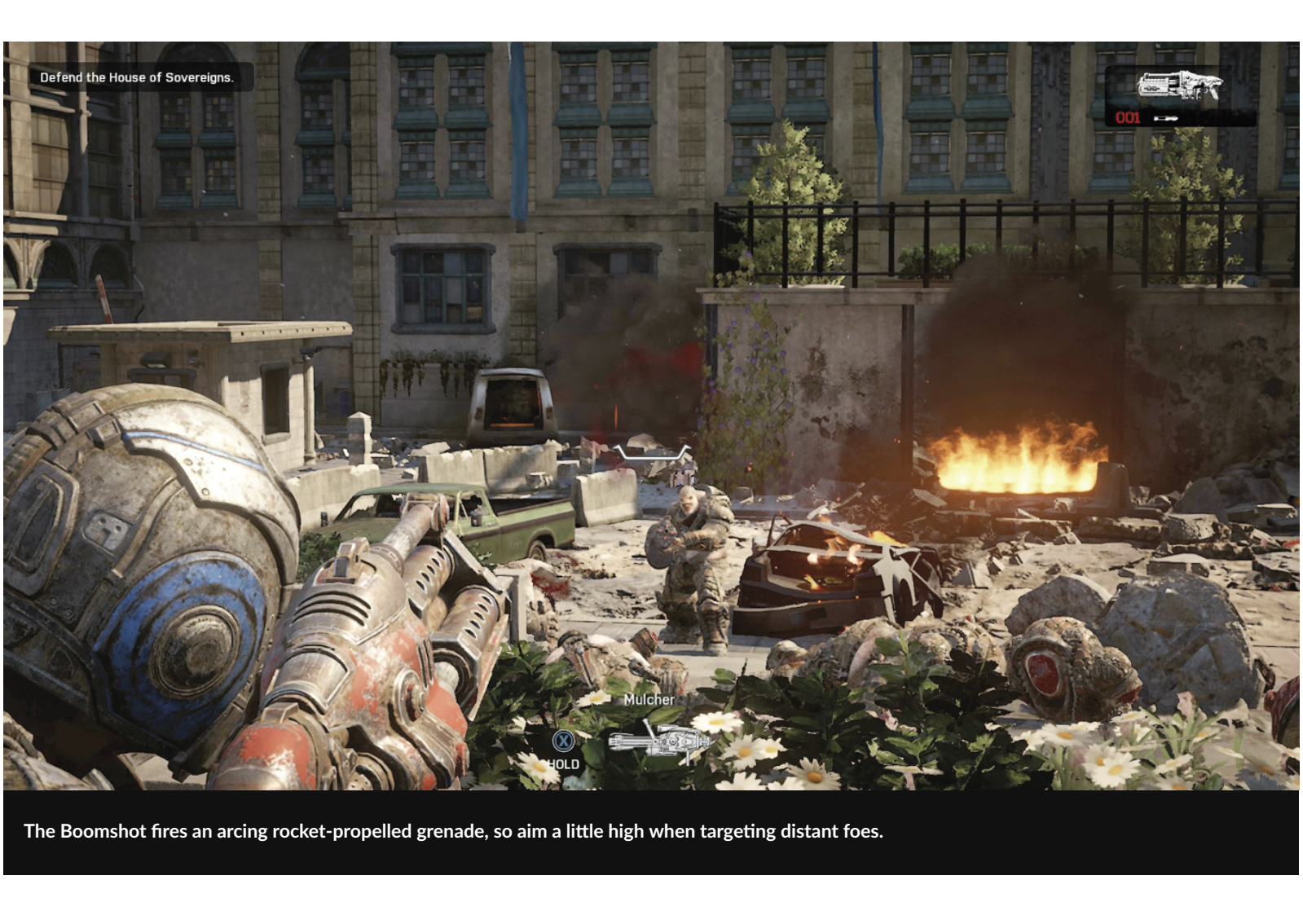
[5] COG TAG

Across the steps from the Boomshot is another COG corpse. This one has a COG Tag on the ground for you to collect.



Kim and the other officers head inside, leaving you to defend the stairs. Additional ammo has appeared, along with a Mulcher. Look around the fountain for additional weapons if you need them, then take cover atop the stairs, behind a planter.

OBJECTIVE: DEFEND THE HOUSE OF SOVEREIGNS



The Boomshot fires an arcing rocket-propelled grenade, so aim a little high when targeting distant foes.

Mount the Mulcher atop the central planter and take aim at the Locust as they appear. Four Boomers and several Drones are going to march across the street straight toward you. Focus your firepower on the Boomers and drop back behind cover whenever one of them fires. Grab your Boomshot and aim for the big-bodied Boomers. The Hammer of Dawn is a little tricky to use against moving targets, but its splash damage makes up for the slow target acquisition.

Use the Mulcher to mop up any remaining Locust, then switch back to the Hammer of Dawn as a flying Locust known as a Reaver lands near the security booth. Kill it with the Hammer of Dawn, drop back behind cover, and ready yourself for another Reaver attack. Kill it as quickly as you can, else it will fire its deadly rockets.

Additional Reavers appear, the Hammer of Dawn goes offline, and a blue flash fills the sky. First Minister Jinn thanks you for your service.

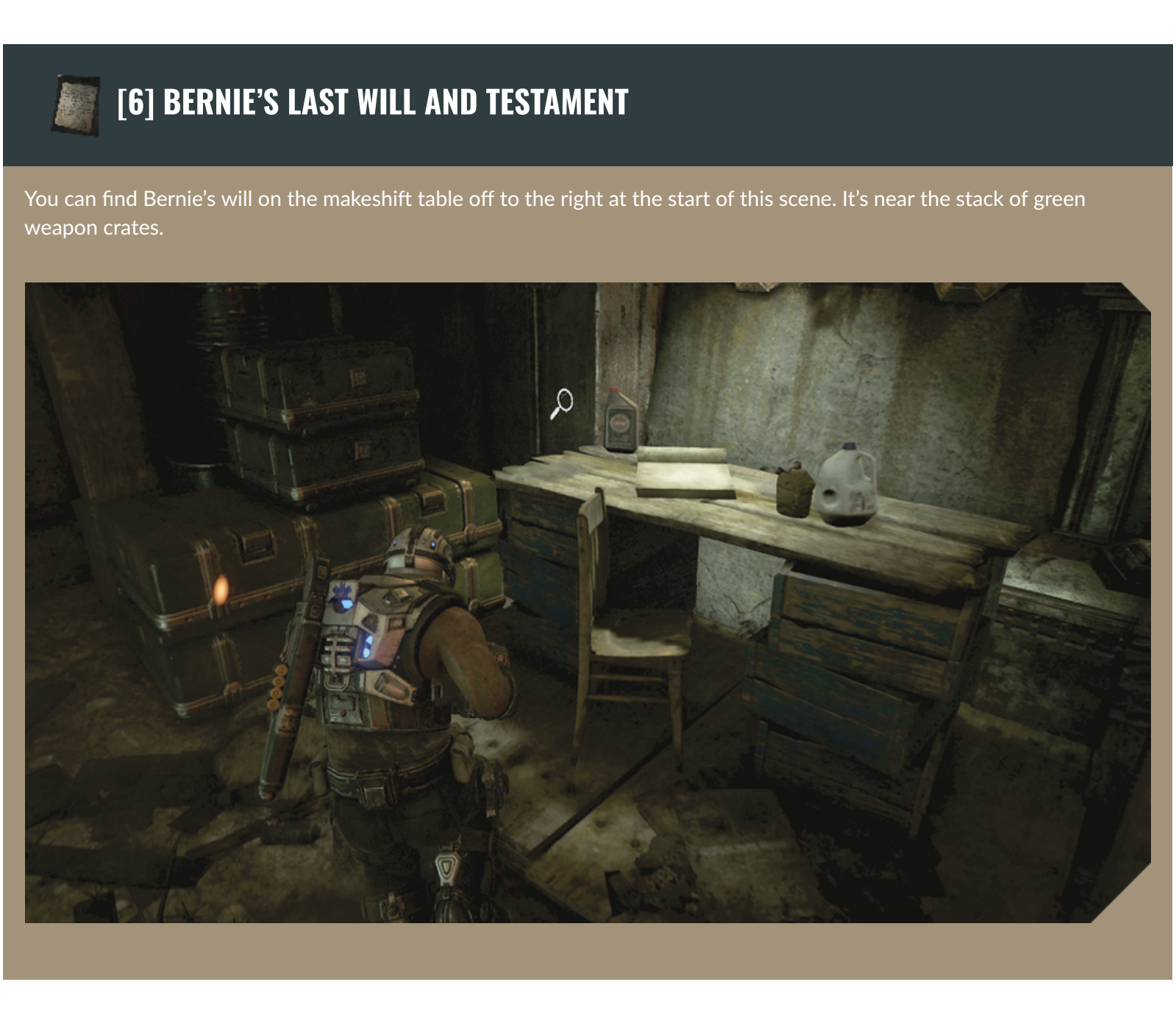
ANVIL GATE

OBJECTIVE: GET TO THE TOP OF THE WALL

Seventeen years after Emergence Day, in the moments after Delta Squad departed the fort, the COG were on their heels at Anvil Gate. But you and the remaining COG rallied around Bernadette and made a stand. Get to your feet and revive the fallen COG soldier nearby. But don't go climbing the ladders just yet!

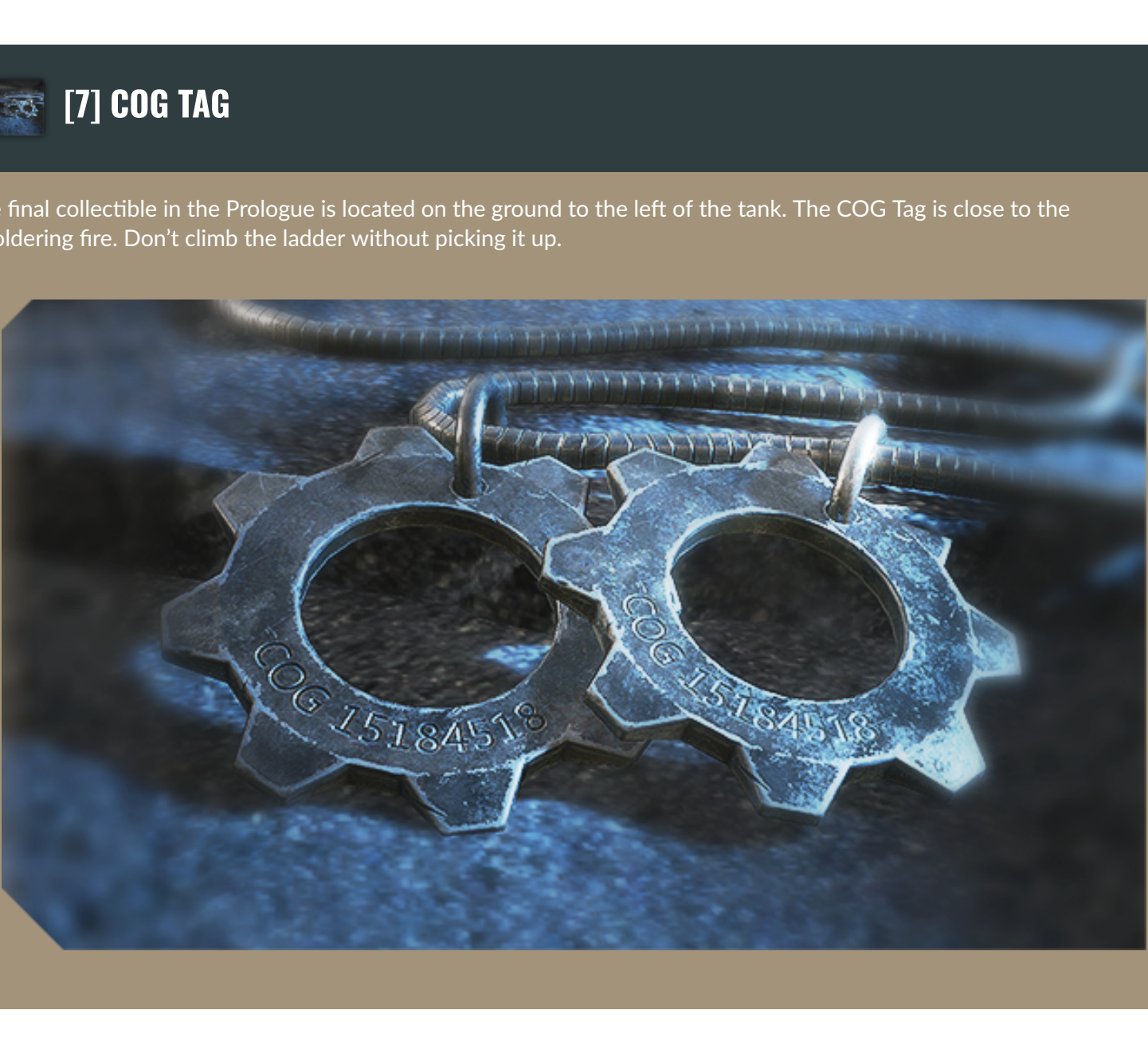
[6] BERNIE'S LAST WILL AND TESTAMENT

You can find Bernie's will on the makeshift table off to the right at the start of this scene. It's near the stack of green weapon crates.

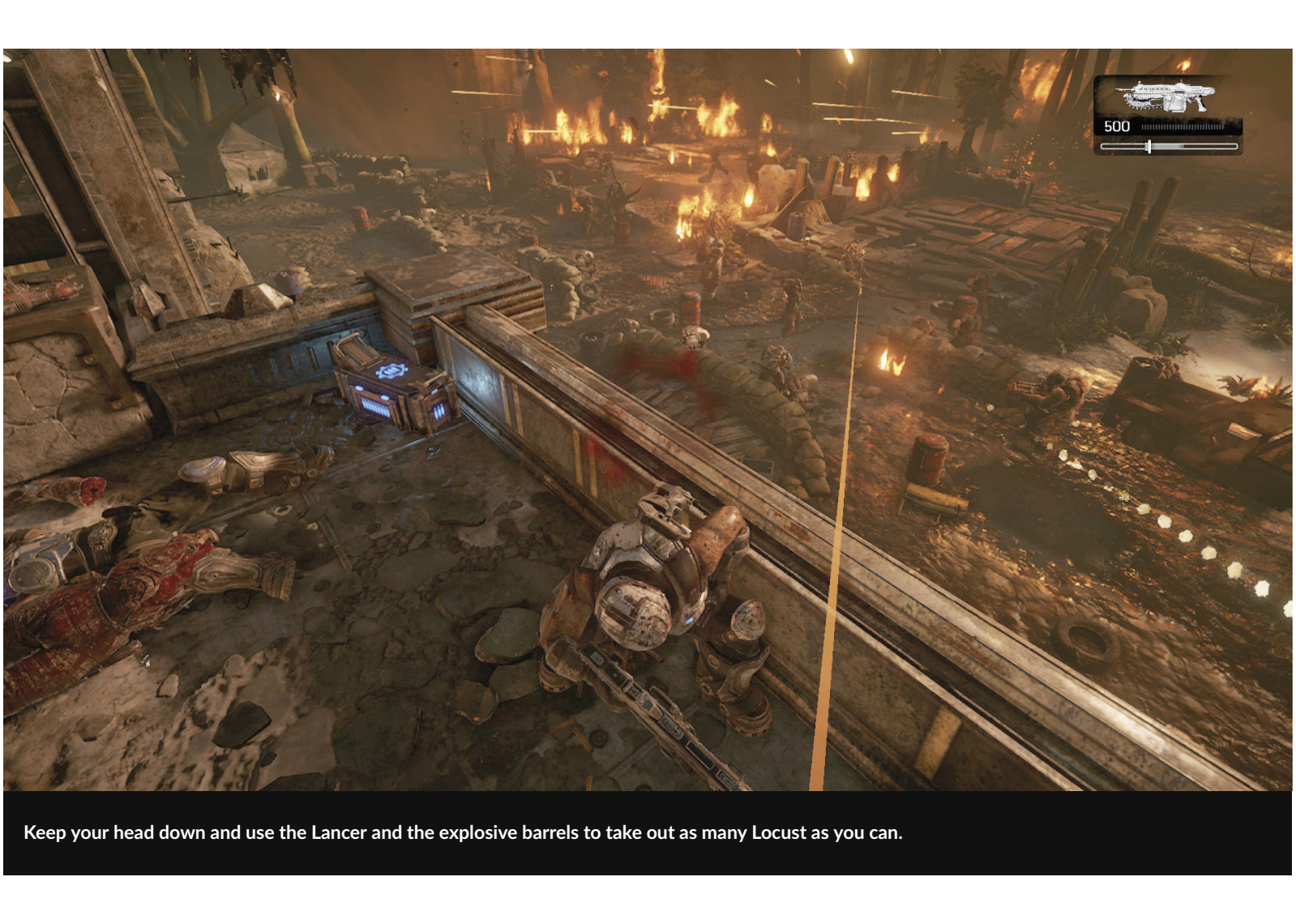


[7] COG TAG

The final collectible in the Prologue is located on the ground to the left of the tank. The COG Tag is close to the smoldering fire. Don't climb the ladder without picking it up.

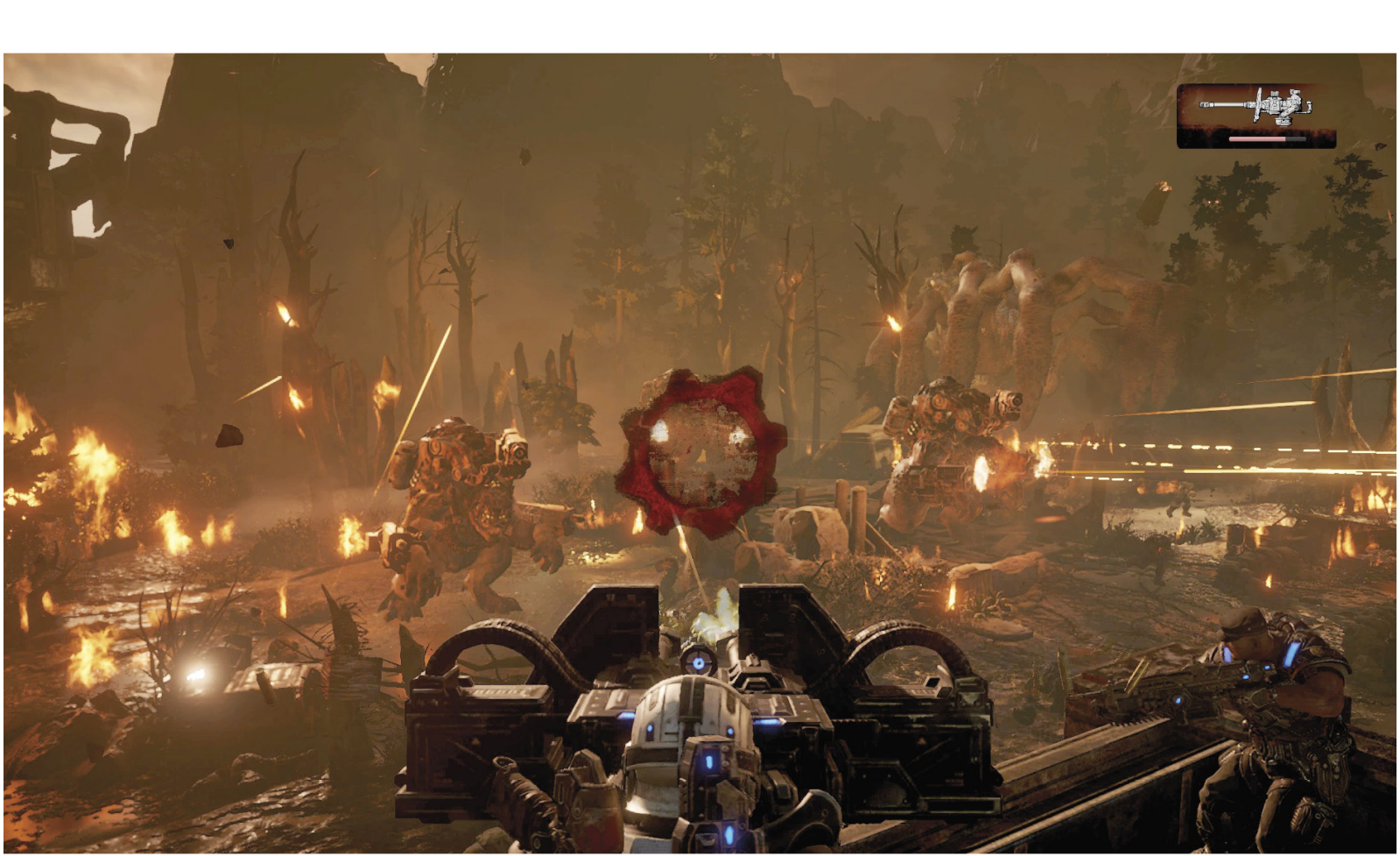


Climb the ladder to meet up with Bernie and chainsaw the debris on the left as instructed. Immediately open fire on the two Drones having their way with the other COG atop the wall. Shoot the one, then chainsaw the other. There's a Boomshot, ammo, and Frag Grenades atop the wall, but don't use any of that just yet. Take cover near the edge of the wall and use the Lancer to shoot the Locust horde marching across the field below. Target the fuel drums located on the field to eliminate as many Drones and Boomers as you can, but fret not, since you can't keep them from scaling the wall.



Keep your head down and use the Lancer and the explosive barrels to take out as many Locust as you can.

Equip the Boomshot to the right of the walkway, then cover-swap to the left. This gives you a good angle on the Drones that have scaled the wall. Lob a Frag Grenade at those nearest your position, then use the Boomshot to clear a path to the turret at the other end of the walkway. Take your time, as there isn't a rush for this. Use cover and the available weaponry to eliminate the Locust, then cross when it's clear.



The turret is a magnet for enemy fire, so be sure to duck back into cover if the damage indicator turns bright red.

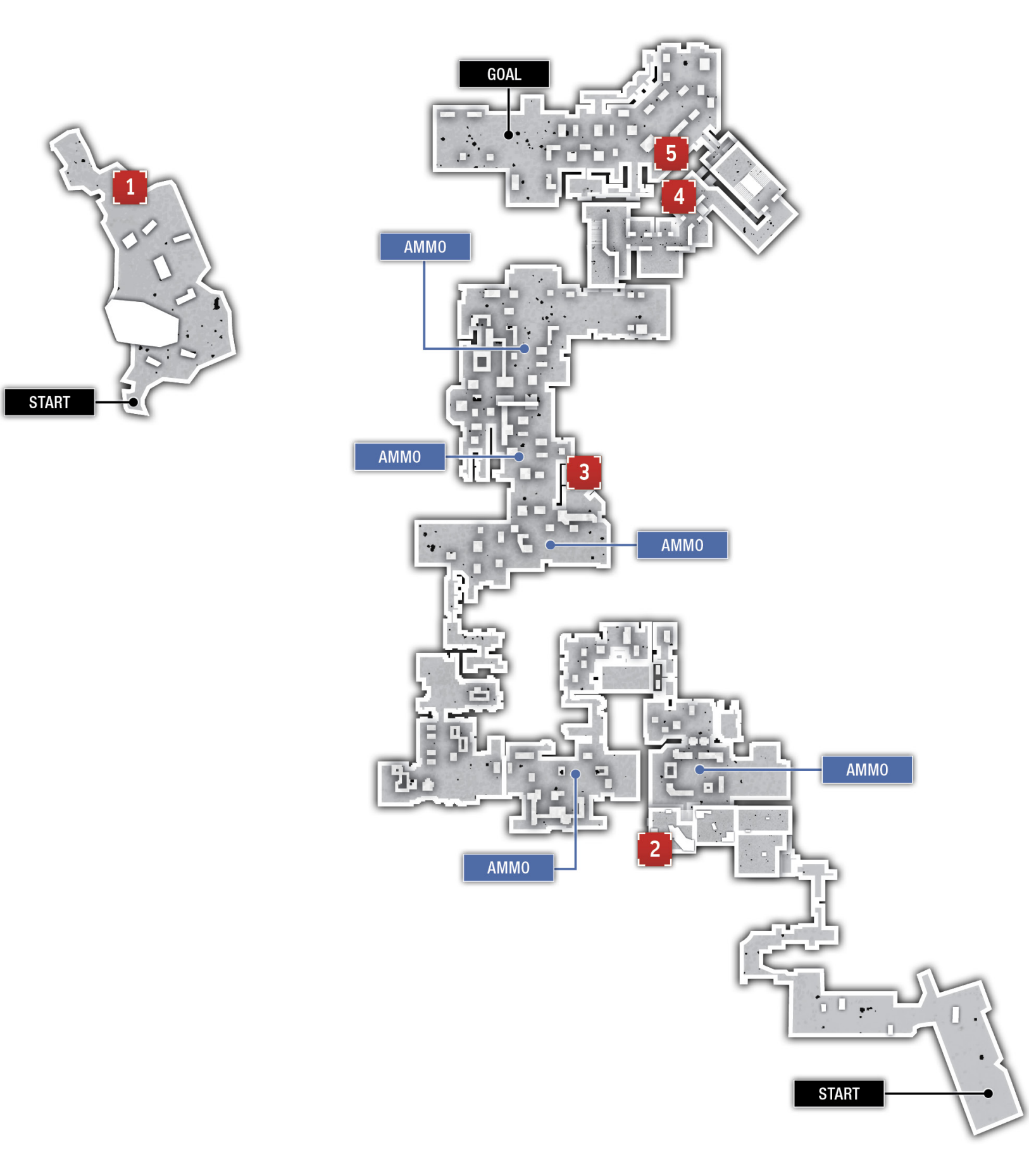
> ***CO-OP TACTICS***
>
> There might only be one turret to use, but that doesn't mean you have to fight over the heavy firepower. There's often a Mulcher nearby wherever a turret is located. Have one player take control of the turret while the other uses the Mulcher for similar effect. The Mulcher doesn't have unlimited ammo, but it certainly gets the job done.

Continue fighting as long as you can (making staying alive the top priority) so that the so-called "Gears of old" can release the imulsion countermeasure and put the Locust back underground, once and for all.

And 25 years later, our story continues...

Act 1

Chapter 1: The Raid



COLLECTIBLES

1	Rubble Reclamation Manifest
2	DeeBee Protection Pamphlet
3	Settlement 5 Resident Assignment List
4	COG Birthing Pamphlet
5	Windflare Lockdown Procedure

SITUATION OVERVIEW

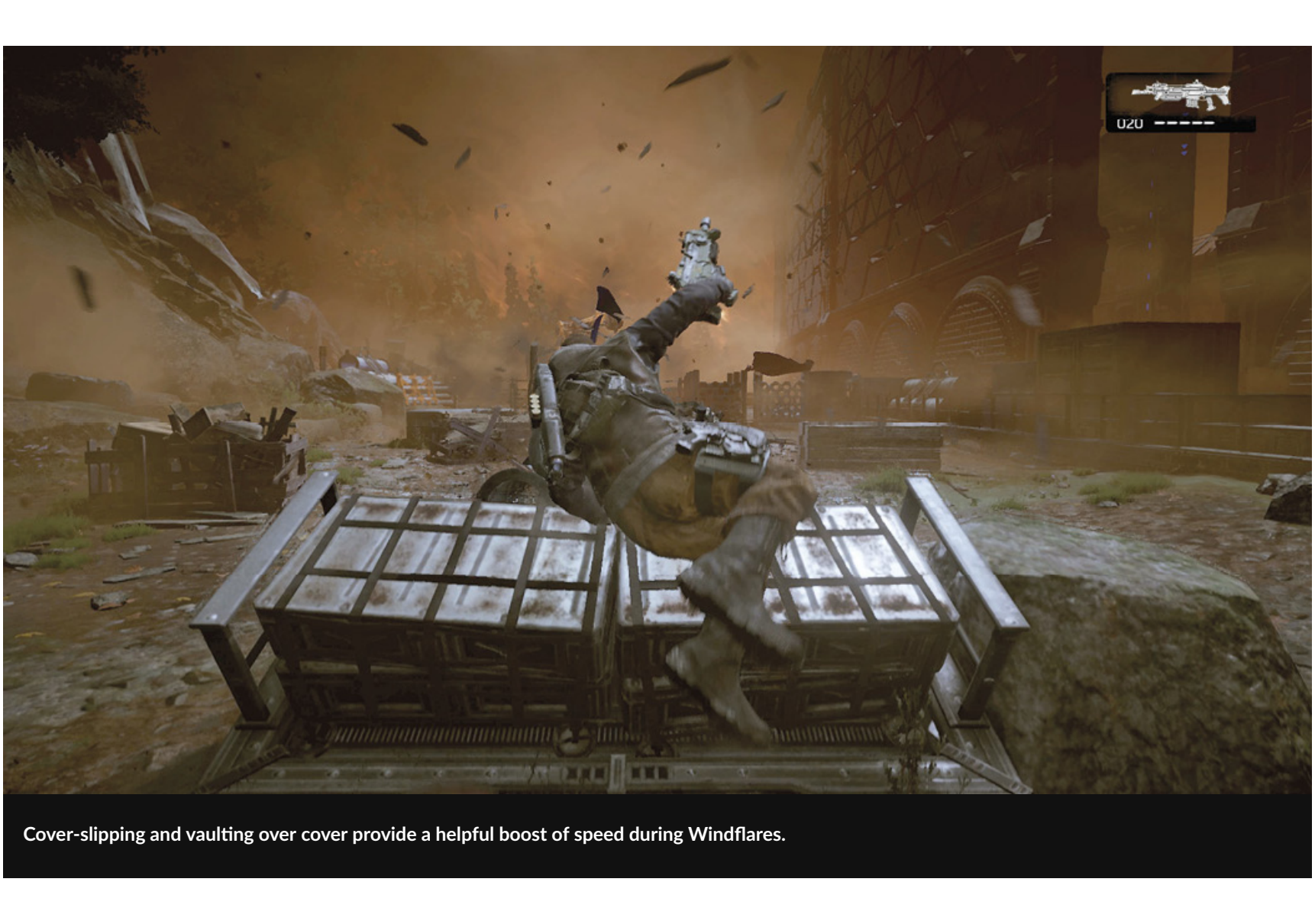
Twenty-five years after the events that saved humanity on Sera from the Locust, life has improved—marginally. Massive wind storms of an unknown cause wreak havoc on the landscape, uprooting trees and villages alike. The COG, led by First Minister Jinn, have taken the idea of martial law to the extreme, forcing civilians to relocate to government-controlled settlements. Those who dare to live beyond the walls are at constant risk of being brought to heel by Jinn's robotic army of DeeBees. You and your friends are currently attempting to break into one such settlement in attempt to steal a manufacturing device known as a Fabricator. Ironic, since JD and Del recently went AWOL from the COG.

SETTLEMENT 5

OBJECTIVE: OUTRUN THE WINDWALL

JD Fenix, son of legendary Sergeant Marcus Fenix, and his friends Del and Kait are en route to Settlement 5, but get caught outside the walls when a powerful Windflare rolls in. These powerful wind storms can send unsecured objects, corpses, and projectiles flying. They also dramatically slow your movement speed and reduce your agility.

The city gate isn't far, but you need to survive the storm before you and the others can get on with the raid. Sprint to the downed tree for cover, mantle over it, and use the large stone blocks and piles of rubble for shelter from the wind as you advance toward the gate. The wind is howling straight toward you, so stay on the near-side of any large objects for protection. Cover-slipping from item to item provides an extra boost of speed that really helps in a Windflare. Similarly, you can vault over cover to gain a slight speed boost as well. Make your way toward the crane in the distance.

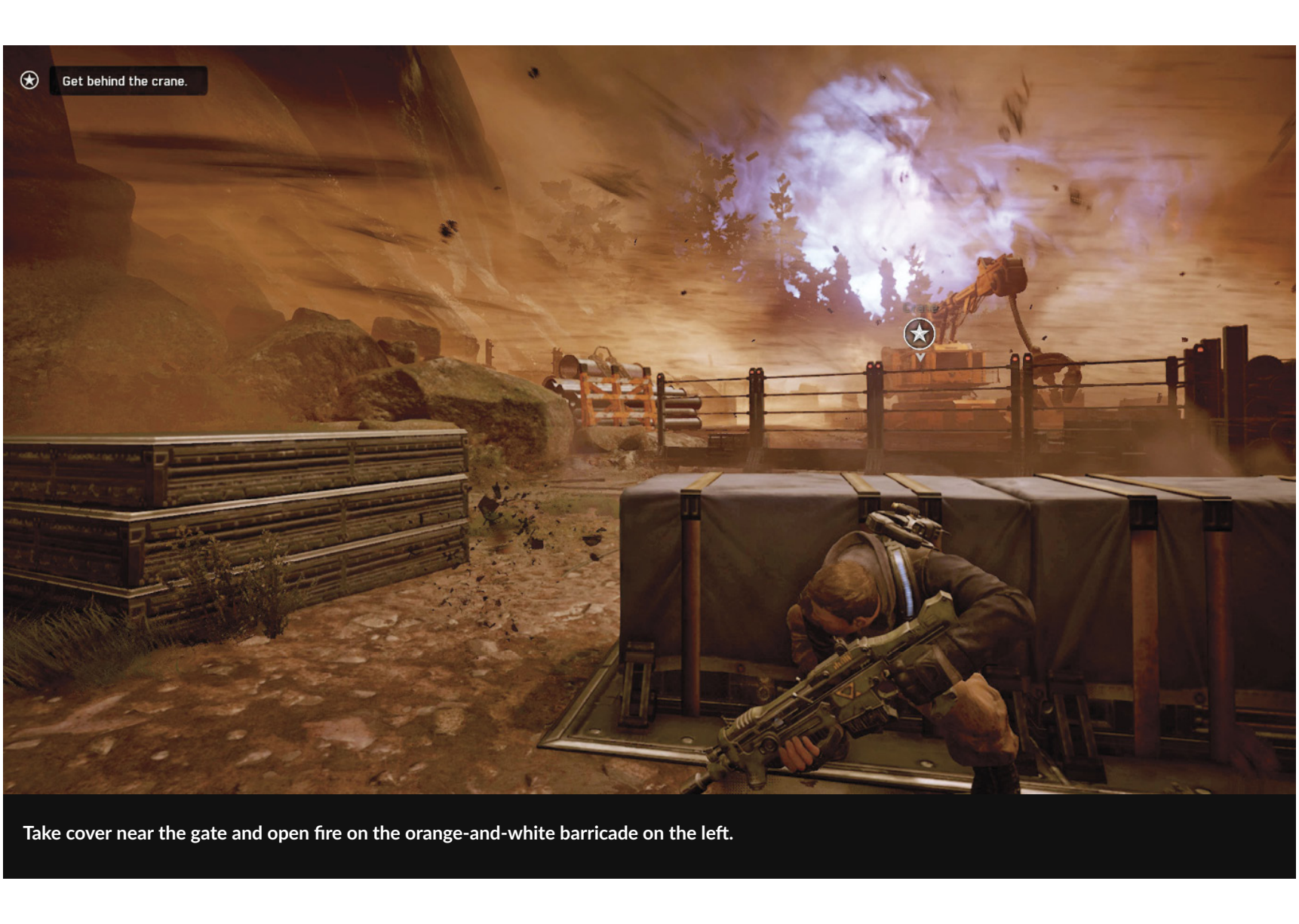


Cover-slipping and vaulting over cover provide a helpful boost of speed during Windflares.

COMBATING THE WEATHER

Sera is now home to frequent, massive storms known as Windflares. These powerful storms sweep across the land, tossing people and objects aside, toppling trees, and even ripping apart buildings and bridges. The key to surviving a Windflare is to quickly identify which way the wind is blowing and take cover on the leeward side of large, immovable objects. Windflares slow your progress and make firing slow-moving projectiles extraordinarily difficult, but they can also be used to gain the upper hand. Look for opportunities to destroy enemy cover or to send weakened structures hurtling toward foes. Windflares have two components: the outer Windwall, which consists of high-velocity winds, and the inner eye, made distinct by erratic Lightning Flurries.

Take cover behind the large metal slabs up ahead and target the wooden barricade to the left of the locked gate. Open fire with the Markza Mk1 to destroy the barrier, releasing the metal pipes into the wind and through the gate. This tactic of shooting destructible objects to release heavy items into the wind is one that will serve you well. Sometimes it helps you bypass an obstruction; other times it helps you clear enemies.



Take cover near the gate and open fire on the orange-and-white barricade on the left.

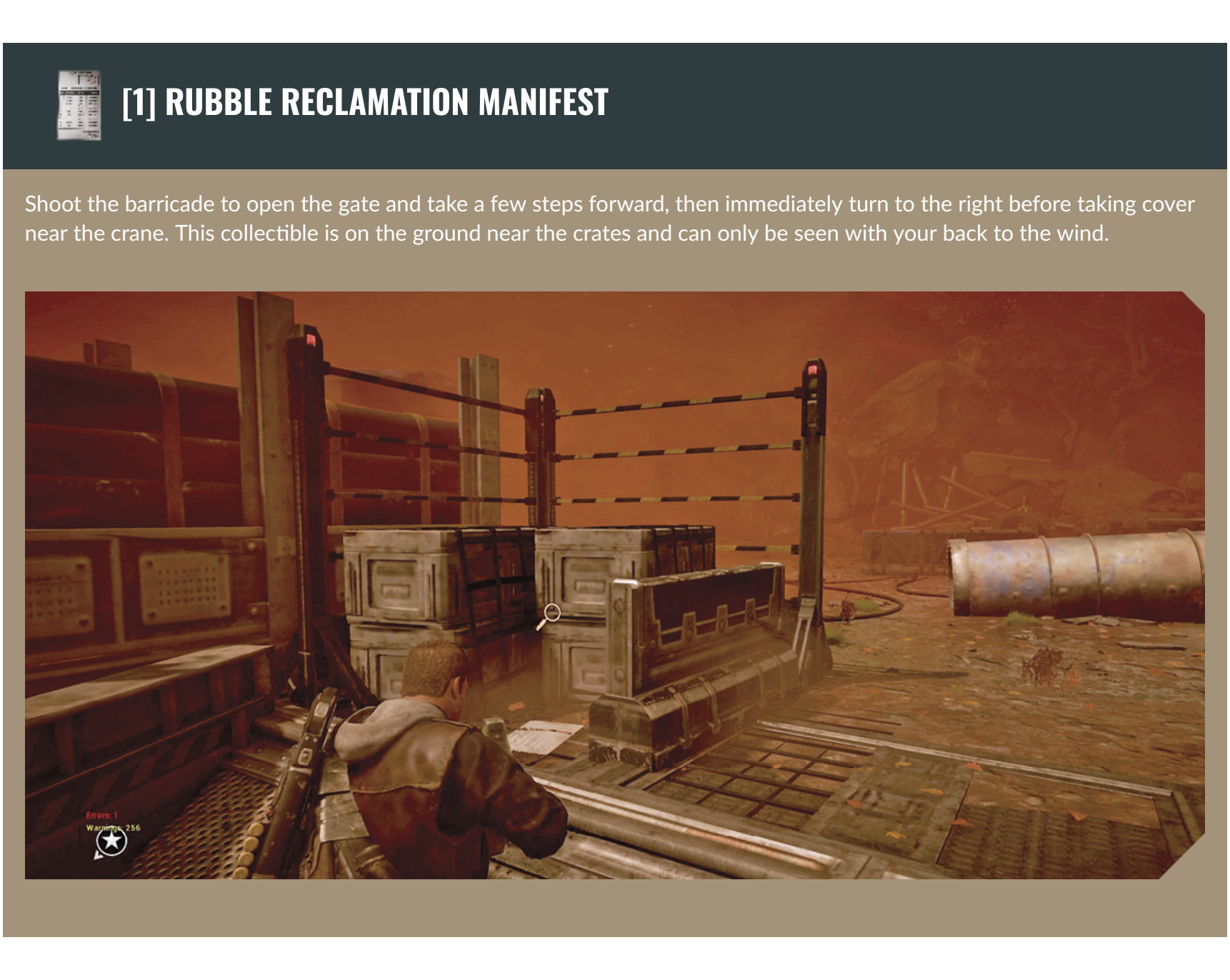
ORANGE IS THE NEW BULLSEYE

Always look for orange-and-white barricades during Windflares, since that is the tell-tale sign that you can release debris into the wind. Whenever the enemies are dug in or you can't find a way forward through a locked gate or other obstacle, look for the orange fencing and shoot it. Just make sure you're safely behind cover before you do!

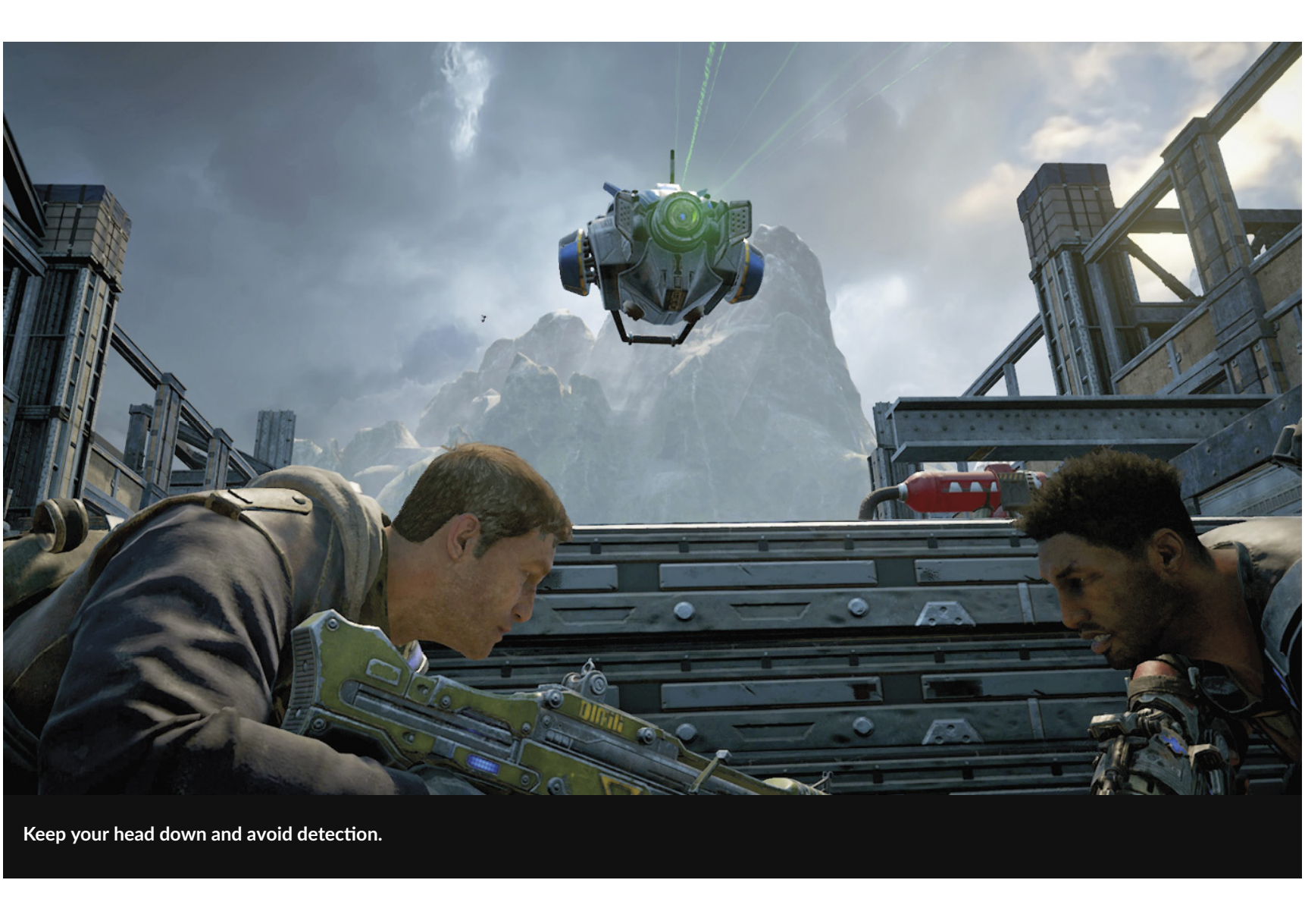
Make your way across the construction trench toward the crane and wait for the Lightning Flurry to pass. These sudden swarms of lightning strikes can be fatal and must be avoided at all costs! Stay put until JD mentions that the storm is letting up. It's time to check on Kait's uncle.

[1] RUBBLE RECLAMATION MANIFEST

Shoot the barricade to open the gate and take a few steps forward, then immediately turn to the right before taking cover near the crane. This collectible is on the ground near the crates and can only be seen with your back to the wind.



OBJECTIVE : FIND A WAY INTO THE CONSTRUCTION HUB



Keep your head down and avoid detection.

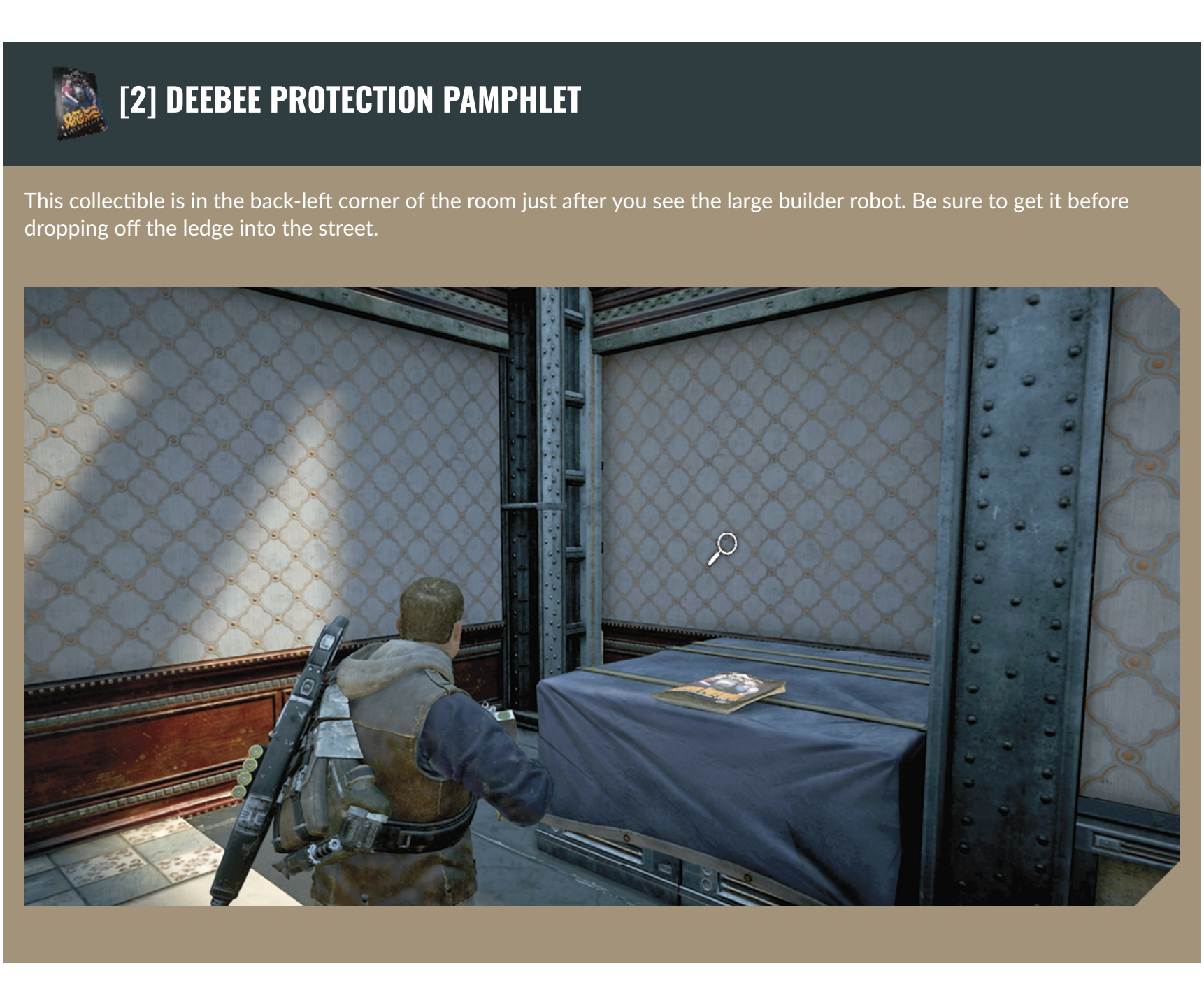
Kait's uncle Oscar has insisted on coming along for the raid on the COG settlement, much to JD's dismay. But there is strength in numbers, even if one-fourth of your quartet is a little bit drunk. You'll be glad to have the extra firepower by the time this is over.

Follow Oscar into the construction pit and duck through the pipe on the left. JD takes cover as a Watcher flies past. These surveillance drones patrol the outer areas of the city in search of Outsider raids—it's best to keep clear of them.

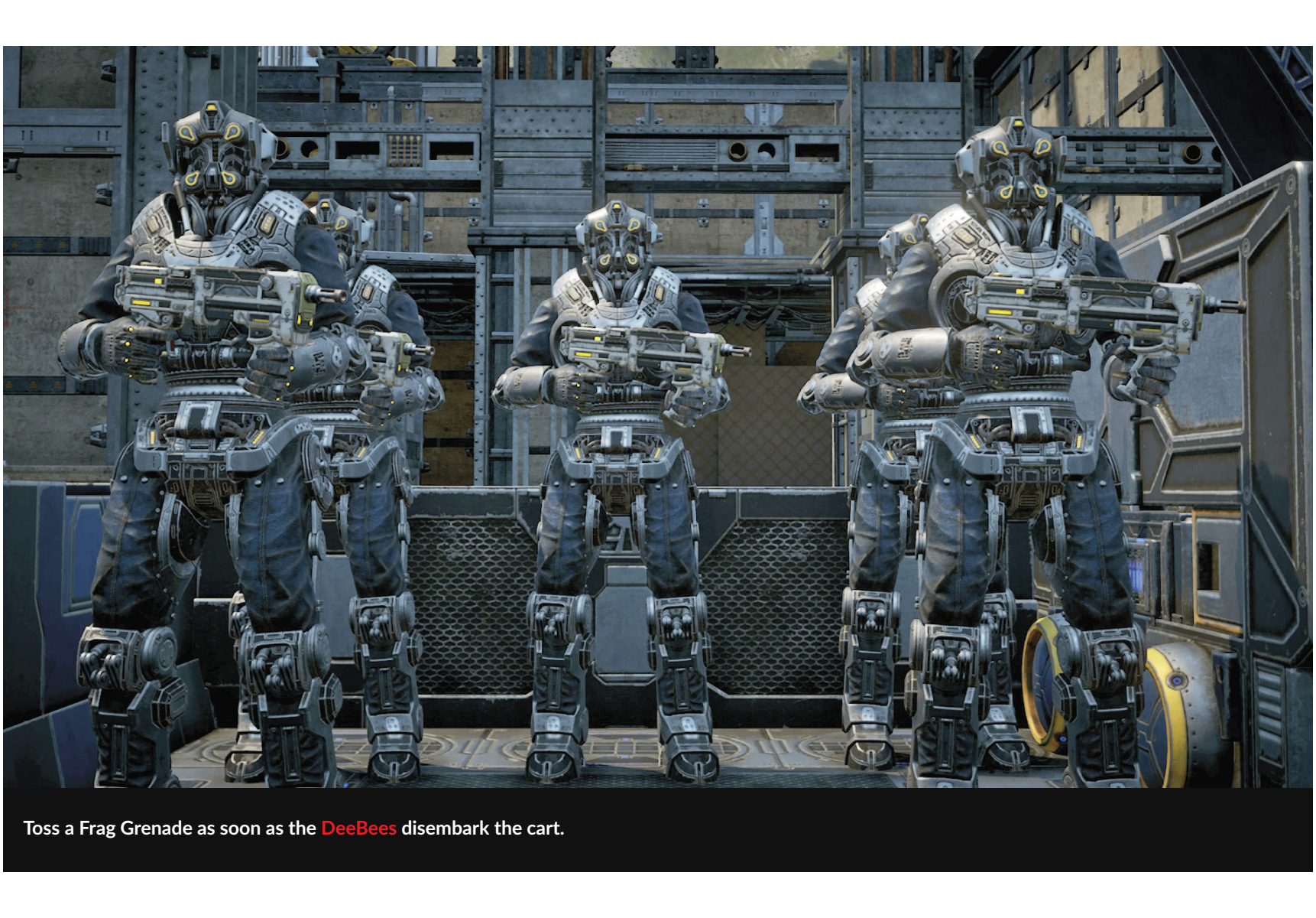
Practice the running vault technique as you wend your way through the construction zone (hold Up and press Ⓑ to vault over cover). Climb the ladder inside the third ring and kick open the door on the left using the Ⓧ button. The massive builder robot is harmless; keep moving and drop to street level after locating the collectible in the next room.

[2] DEEBEE PROTECTION PAMPHLET

This collectible is in the back-left corner of the room just after you see the large builder robot. Be sure to get it before dropping off the ledge into the street.



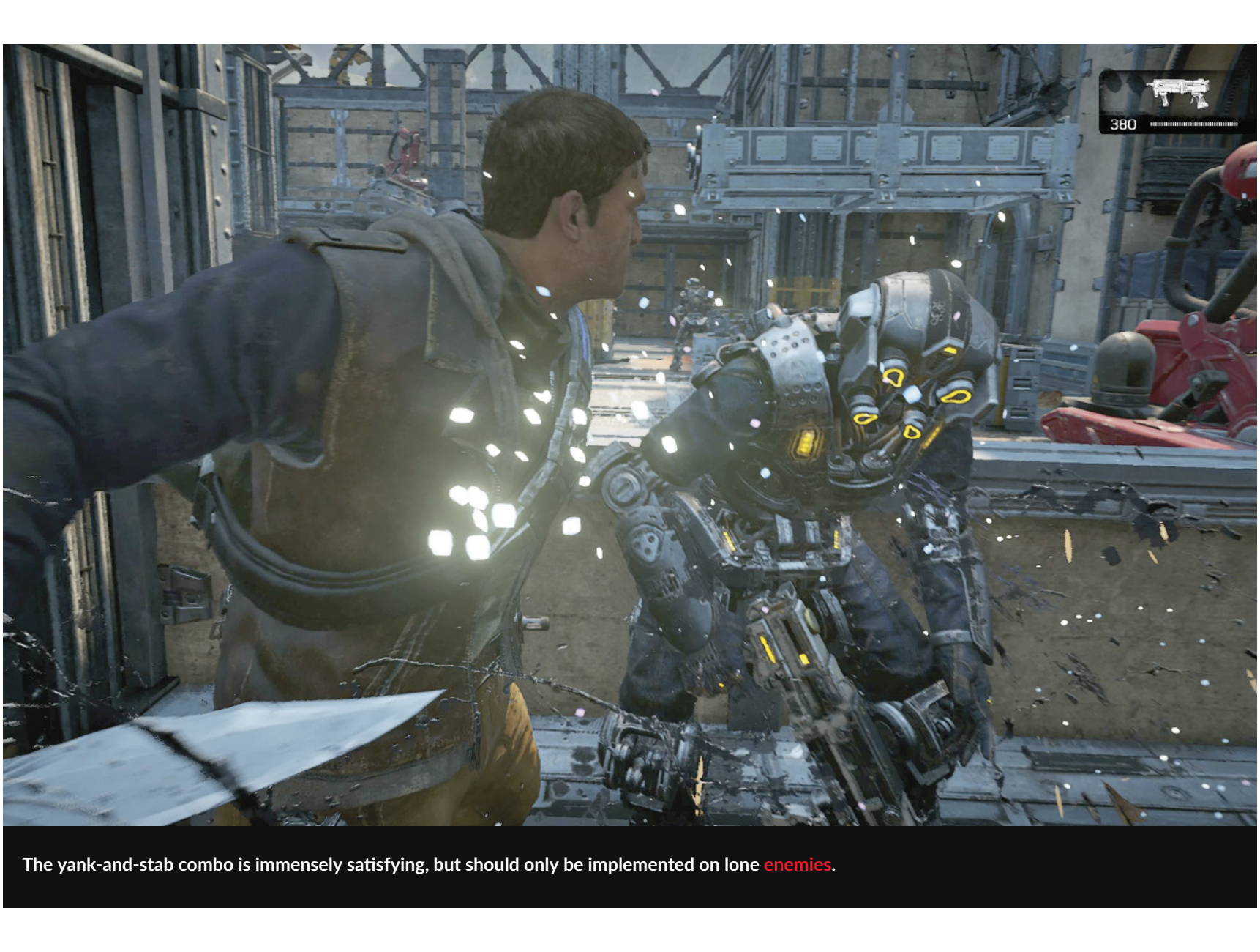
The Watcher up ahead summons a cart full of Shepherds, peacekeeper robots equipped with the Shock Enforcer rapid-fire weapon. Shepherds are the least dangerous of the DeeBee line of security robots, but they're not to be taken lightly. Dash into cover, equip a Frag Grenade, and toss it at the Shepherds before they split up. Use the Markza Mk1 to shoot the heads off any out in the open, then close on any stragglers hiding behind cover with the Gnasher. It takes two blasts with the Gnasher to destroy a Shepherd.



Toss a Frag Grenade as soon as the DeeBees disembark the cart.

Consider swapping out the Markza Mk1 for one of the many Shock Enforcers lying around. Gather up ammo from the other guns and the ammo crate on the cart, then continue through the door on the left.

Duck into cover behind the Shepherd on the left to practice the yank technique. Push Up on the Left Thumbstick and press Ⓧ to grab the enemy and yank it over cover. You can then quickly execute the enemy by continuing to hold Up while pressing the Ⓨ button. JD will use his knife to kill the foe. Eliminate the two other Shepherds that appear with a couple of headshots.

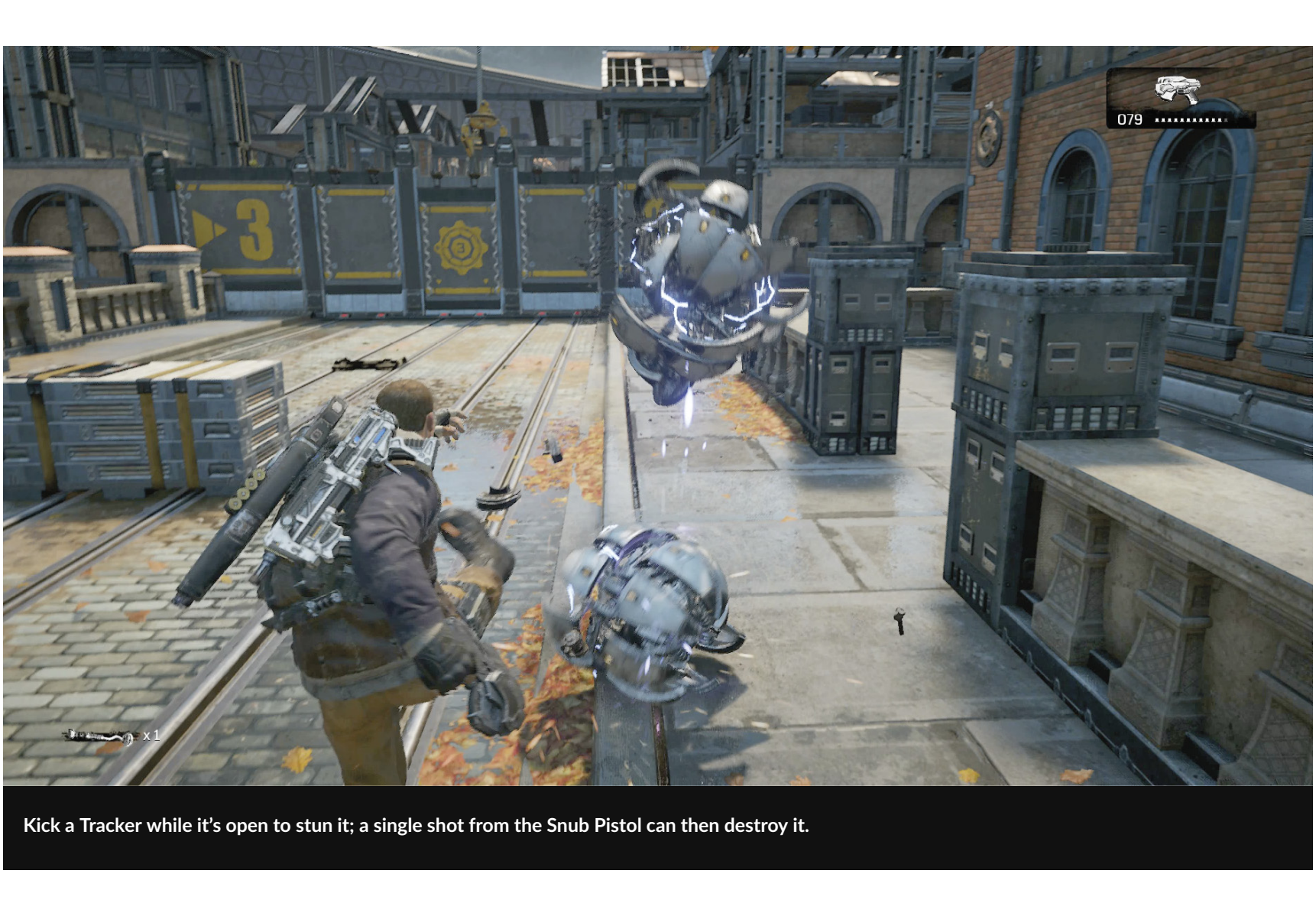


The yank-and-stab combo is immensely satisfying, but should only be implemented on lone enemies.

HARD HATS RECOMMENDED

The many cranes in the area are currently dangling some heavy loads over the area. Shoot the orange-and-white block connected to the cables to drop the building materials onto enemies below.

Spherical DeeBees known as Trackers emerge from a pipe in the street up ahead. Trackers aren't terribly dangerous by themselves, but they often attack by the dozen! Trackers roll across the ground toward their target, then open their shell and trigger a high-voltage Shock Grenade. Switch to the Snub Pistol and use it to repel the Trackers. They can't be damaged in their rolling state, but several shots from the Snub will pop them open into into their vulnerable form. Fortunately, Trackers don't detonate as soon as they get close, affording you enough time to kick them out of the way while they charge up their Shock Grenade blast.



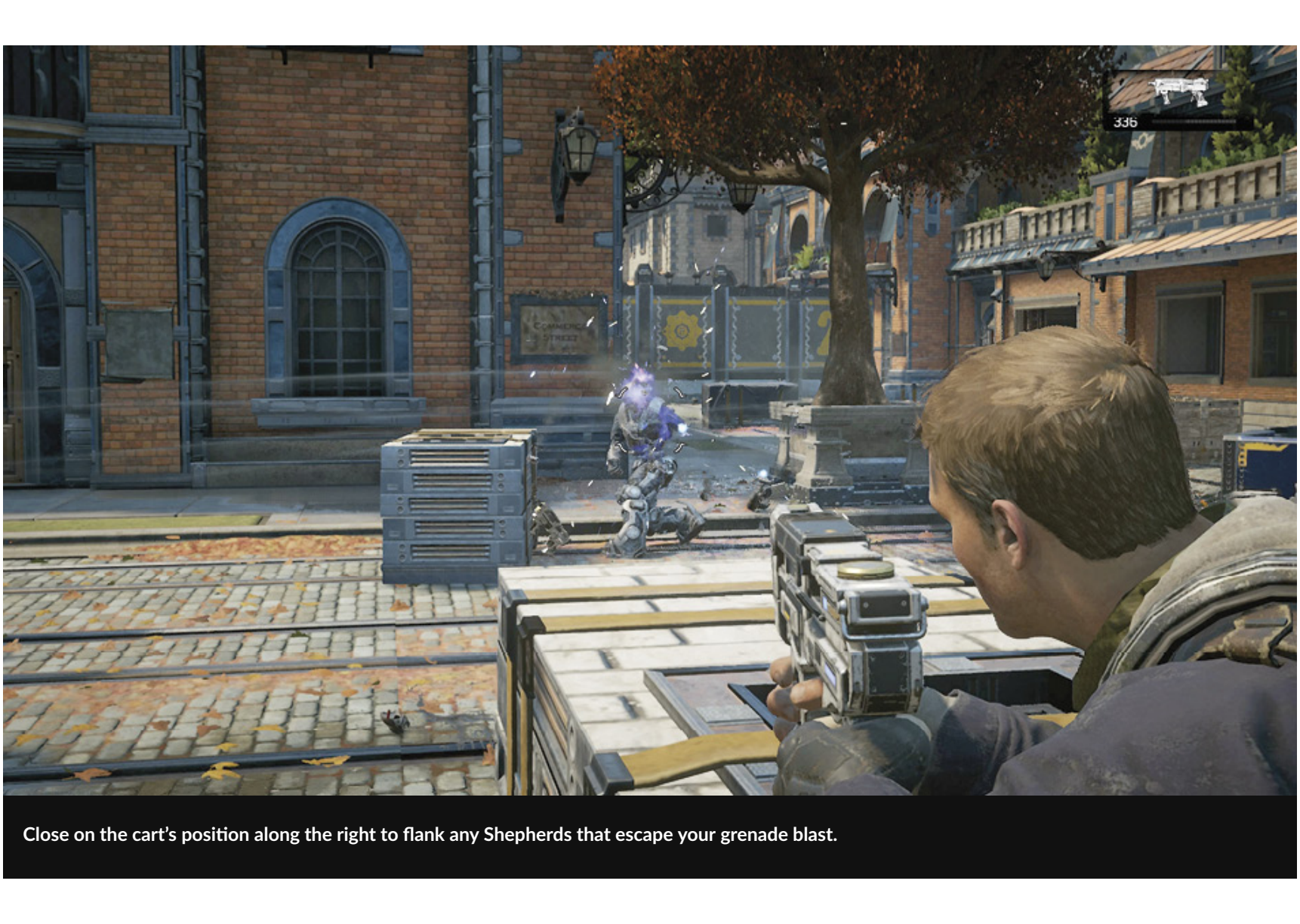
Kick a Tracker while it's open to stun it; a single shot from the Snub Pistol can then destroy it.

The walls in the distance separate as another cart loaded with Shepherds arrives. Use the pallets of construction materials for cover and pick them off as they disembark. It helps to use the walkway on the left to gain an elevated, flanking position. Gather up the ammo (or the dropped Shock Enforcer guns) and continue along the road once the security gate opens again. This leads you inside the second ring.

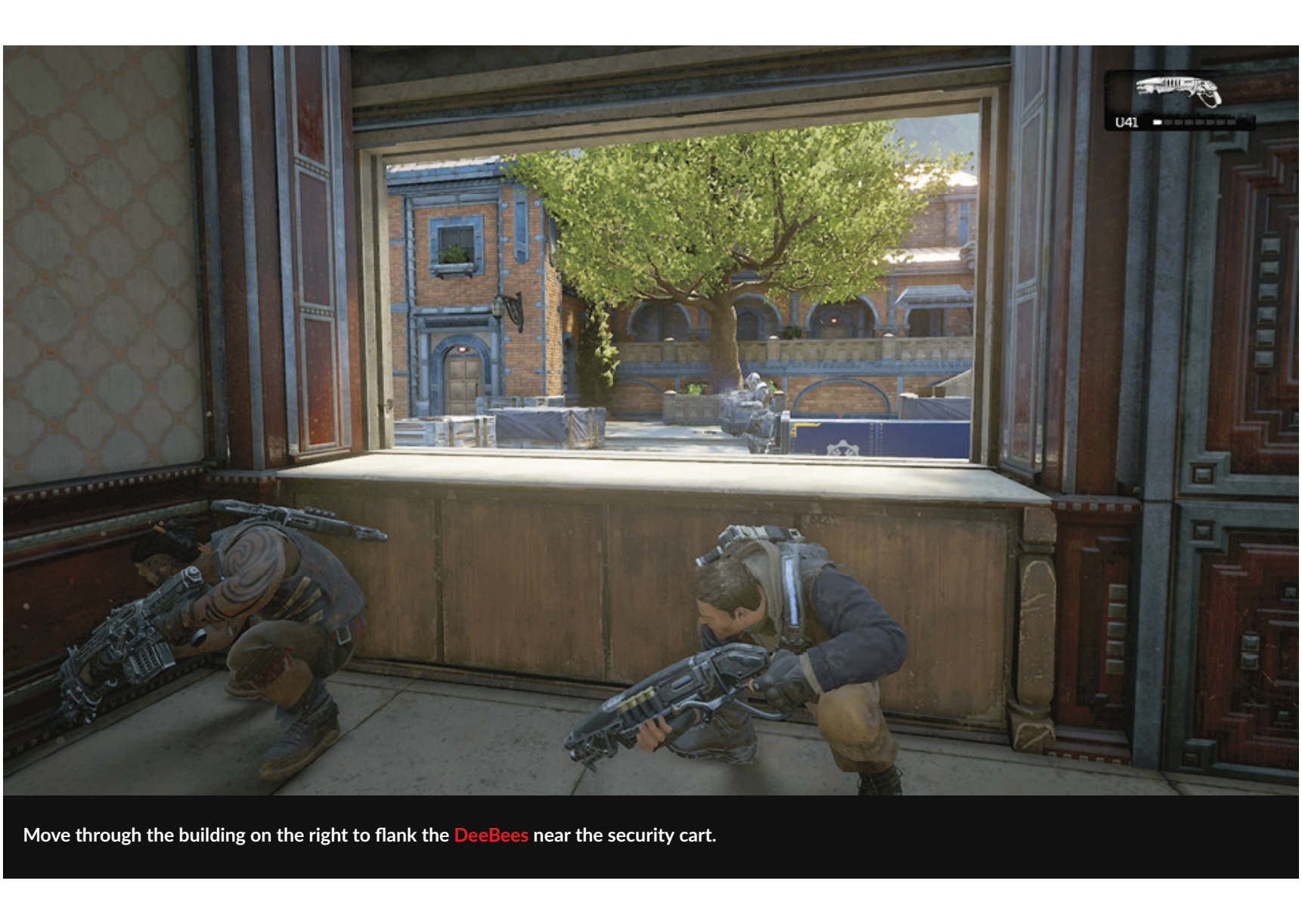
AMMO DELIVERY

The tram carts that deliver the Shepherds also carry an ammo crate. The crate is tucked into the frame of the tram, facing the compartment where the DeeBees stand.

Take cover behind the construction materials on the right as another cart full of DeeBees arrives. Lob a Frag Grenade if you have one, then equip the Gnasher and look for an opportunity to vault-kick. Roadie run toward an enemy behind cover and hold Up and press Ⓑ to vault over the obstacle and kick the enemy. This causes them to stumble, giving you the perfect opportunity to shoot them with the Gnasher. It's JD's answer to his dad's two-piece technique!



Close on the cart's position along the right to flank any Shepherds that escape your grenade blast.

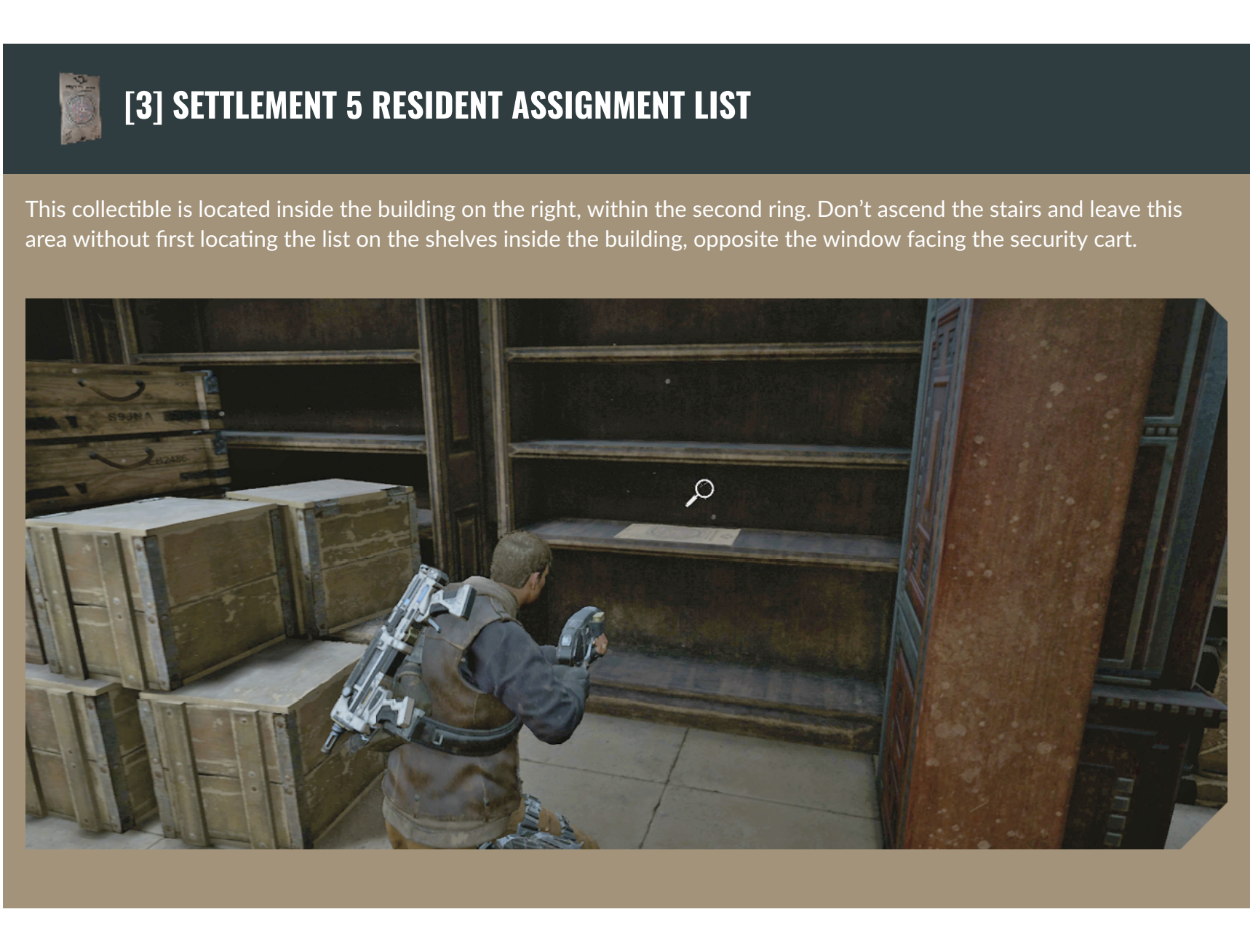


Move through the building on the right to flank the DeeBees near the security cart.

Move from cover to cover until you finish off the last of these six Shepherds. Stick to the near-side of the transit cart and prepare for another DeeBee influx. Trackers attack alongside Shepherds, so keep your distance, allow Kait and Del to draw the attention of the Trackers, and focus on the Shepherds. Restock your ammo via the first of the two carts, then flank right and advance through the storefront.

[3] SETTLEMENT 5 RESIDENT ASSIGNMENT LIST

This collectible is located inside the building on the right, within the second ring. Don't ascend the stairs and leave this area without first locating the list on the shelves inside the building, opposite the window facing the security cart.

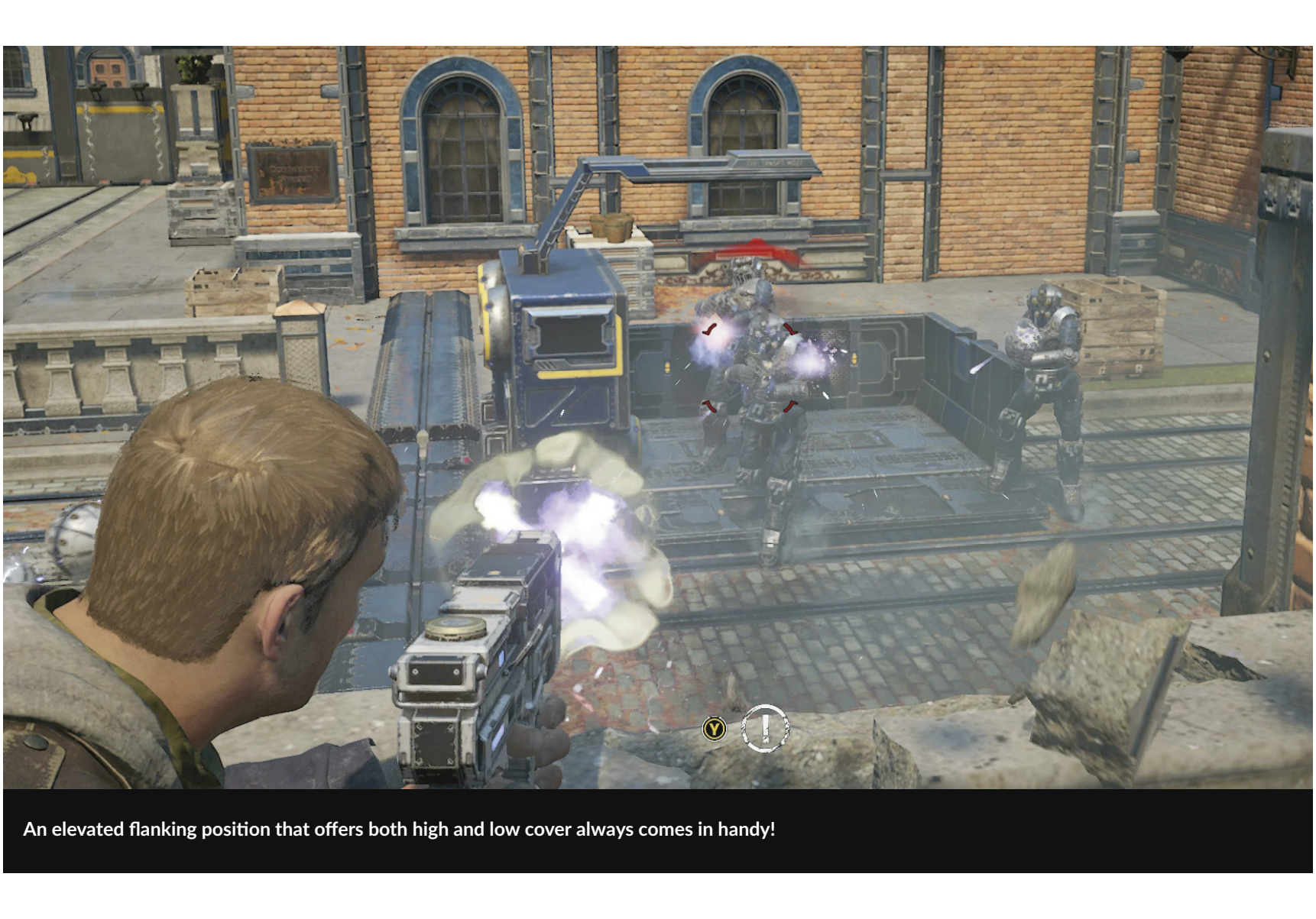


ELECTRICALLY CHARGED

This is a good time to switch from traditional ballistics to energy projectiles if you haven't already. You'll never risk running out of ammo against the Shepherds if you use their Shock Enforcers against them. Similarly, many of the Trackers drop Shock Grenades if you destroy them before they detonate. These electricity-based weapons aren't quite as potent as the Markza Mk1 and Frag Grenade, but they're plentiful. The Gnasher and Snub Pistol are still perfectly useable and can be replenished with ammo crates.

Ascend the stairs to the left of the security gate with the number "2" on it. Fall back behind the cover of the planters and listen for Trackers. Advance only once the Trackers have been eliminated, as this position forces them to funnel toward you. Move ahead too soon and you risk losing track of them. No pun intended.

Stick to the elevated walkway, use the cover of the railing, and lob a grenade down at the next cart of DeeBees as they disembark. Cover-swap between the two sides of the staircase while picking off any remaining Shepherds. This third cart full of Shepherds represents the last of the DeeBees in the second ring.



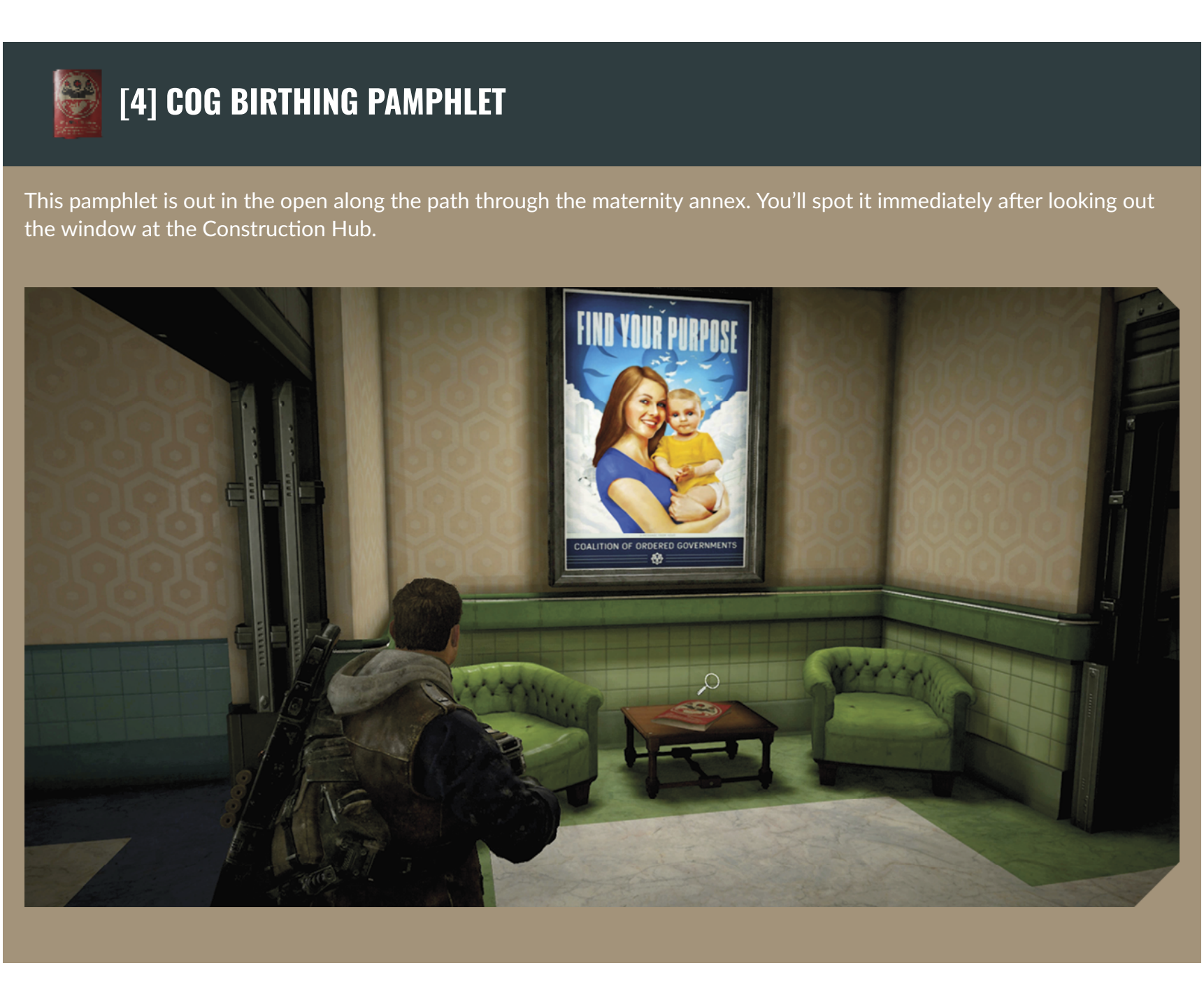
An elevated flanking position that offers both high and low cover always comes in handy!

OBJECTIVE: FIND A WAY INTO THE CENTER OF THE SETTLEMENT

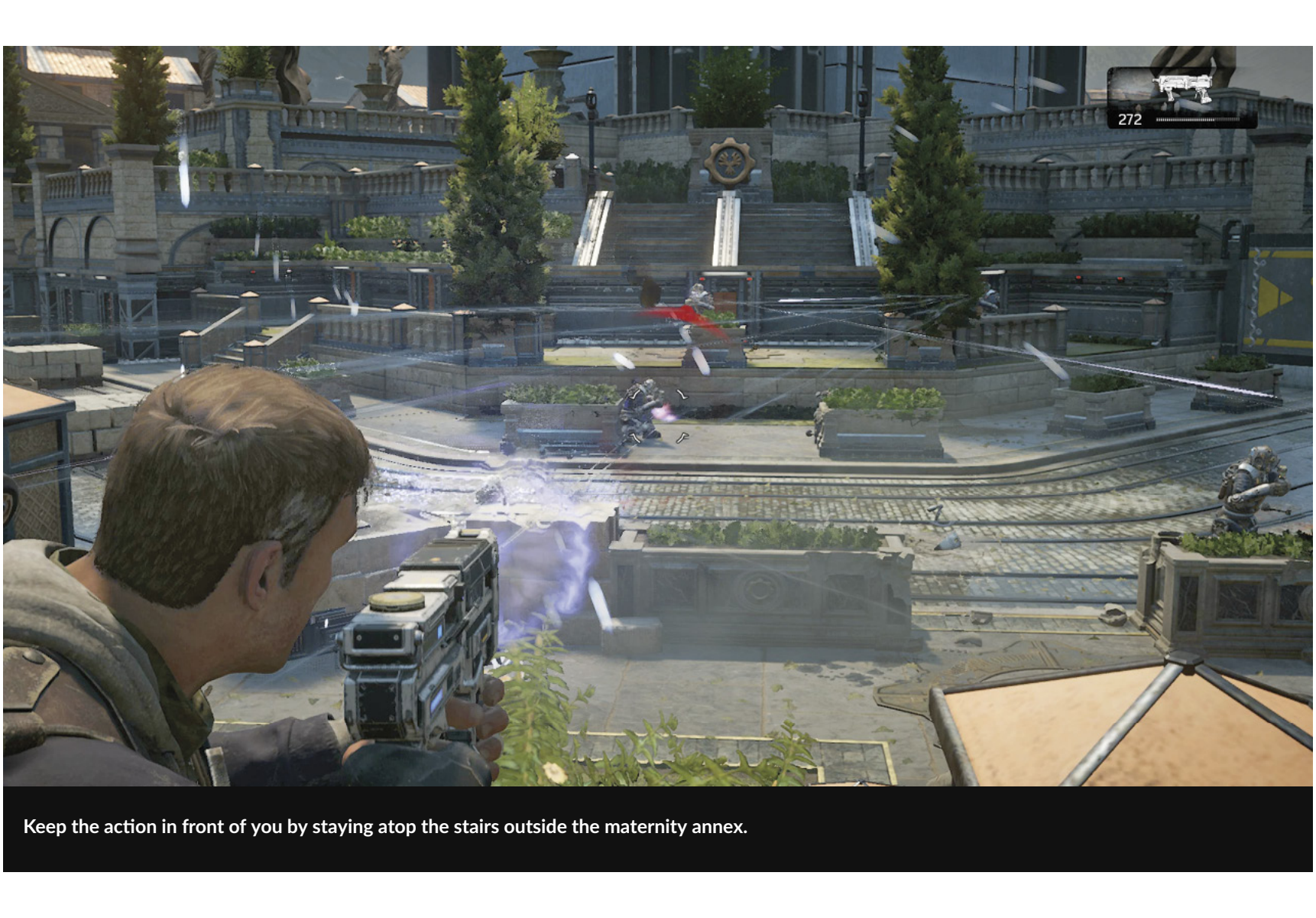
The only way to the Construction Hub is through the maternity annex. Break the chain on the door and go inside. Ascend the stairs and continue through the hospital to the open window overlooking the central spire. Now that they've found the Construction Hub, you just need to get to the maintenance access door in the street below. Continue through the hospital to the main atrium and take cover atop the stairs when the Watcher appears.

[4] COG BIRTHING PAMPHLET

This pamphlet is out in the open along the path through the maternity annex. You'll spot it immediately after looking out the window at the Construction Hub.



Descend the stairs to the planters alongside the street and slide into cover. Several Trackers tumble off the ledge across the road as several Shepherds begin marching down the stairs. Hold your ground behind cover and target the Trackers that reach the street first. If possible, take aim at the Trackers near the Shepherds—detonating a Tracker near other DeeBees is akin to dropping a small grenade in enemy territory!



Keep the action in front of you by staying atop the stairs outside the maternity annex.

Some of the Shepherds march directly across the street toward your position, giving you a clear line of sight. Focus on these first and leave those in cover for last.

Gather up the dropped Shock Enforcers and continue down the road to the left, toward the gate with the "1" on it. Another batch of DeeBees appears beyond the gate. Take cover within the small courtyard behind the metal spiked fence on the left, as this forces the Trackers to funnel through an archway to reach you. This location also provides plenty of cover from the Shepherds. Finish off the Trackers, pick off the Shepherds you can target from this area, then switch to the Gnasher and take the fight to the rest. Vault-kick and shoot your way to a street free of DeeBees.

[5] WINDFLARE LOCKDOWN PROCEDURE

Locate this poster on the column atop the stairs where the final group of DeeBees attacks. This can be found just above the small courtyard with the arch, outside the maternity annex.

Use the keypad to the right of the maintenance access door to enter the Construction Hub. The Fabricator isn't much farther!

Act 1

Chapter 2: In and Out

COLLECTIBLES

1 DeeBee Schematics

SITUATION OVERVIEW

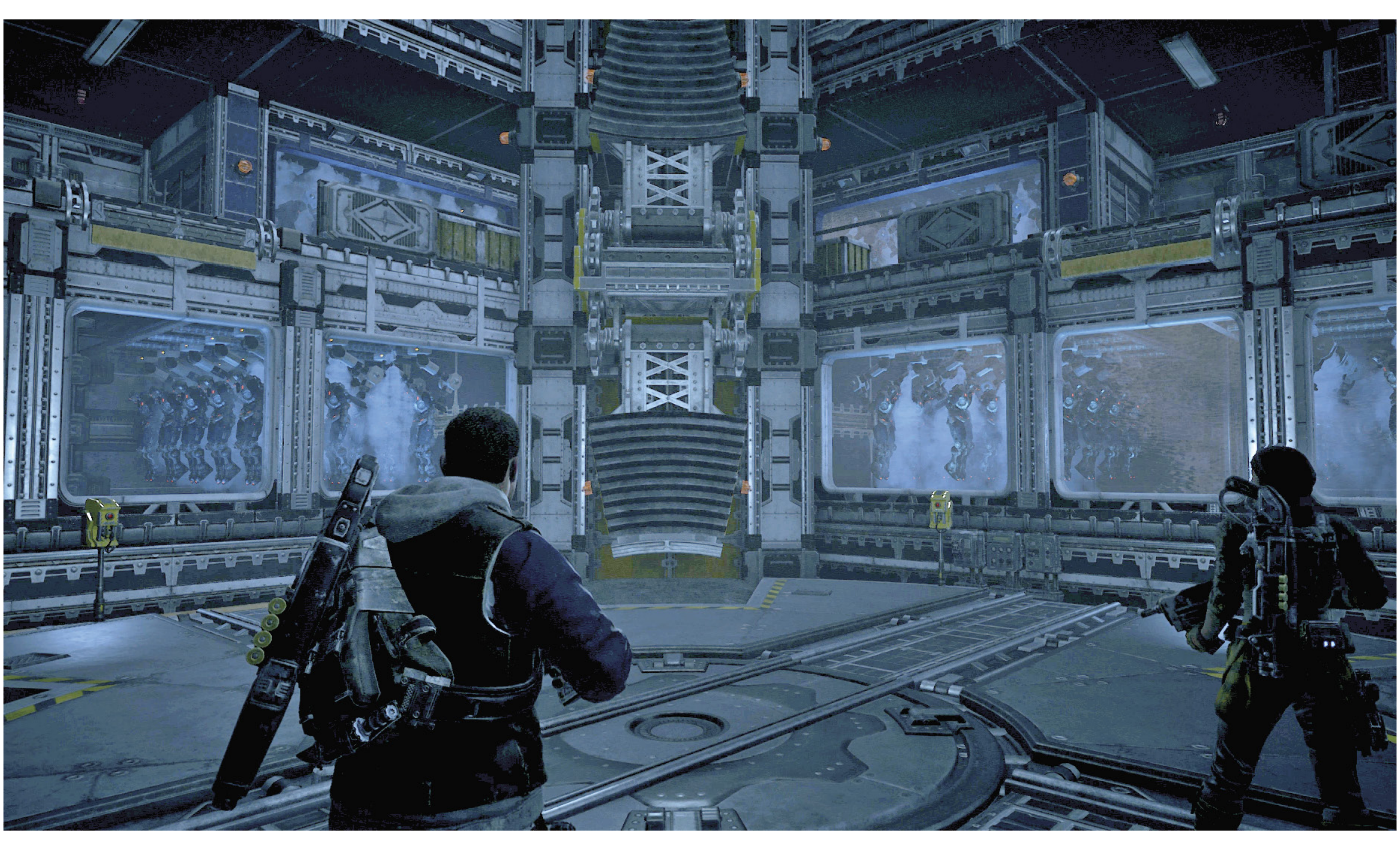
Oscar succeeded in hacking the maintenance lock, but failed at keeping Kait outside with him. This is to your advantage, as the Fabricator is too big for one person to carry alone and Del will be needed to man the lift controls. The journey to the base of the Construction Hub to retrieve the Fabricator will be up to JD and Kait.

CONSTRUCTION HUB

OBJECTIVE: FIND THE FABRICATOR

Ride the maintenance elevator down to the inner area of the Construction Hub. JD and Kait must take a lift down to one of the lower-level storage bays in hopes of finding the Fabricator. Pull the lever on the control panel up ahead to activate the platform lift. Board the platform with Kait once it arrives, leaving Del to hang back and man the controls.

The platform lift is circular and is held in place when it stops by four jaw-like clamps that grip it from columns that run the length of the shaft. Be sure to avoid these clamps as they engage, as they will crush you! Walkways automatically extend from two of the four sides whenever the lift stops, leaving gates in place on the other sides. You'll need to use the controls to lower and raise the correct lift-gates to not only get on and off the lift, but to provide cover against enemies that attack on the return trip. You didn't think this was going to be without conflict, did you?

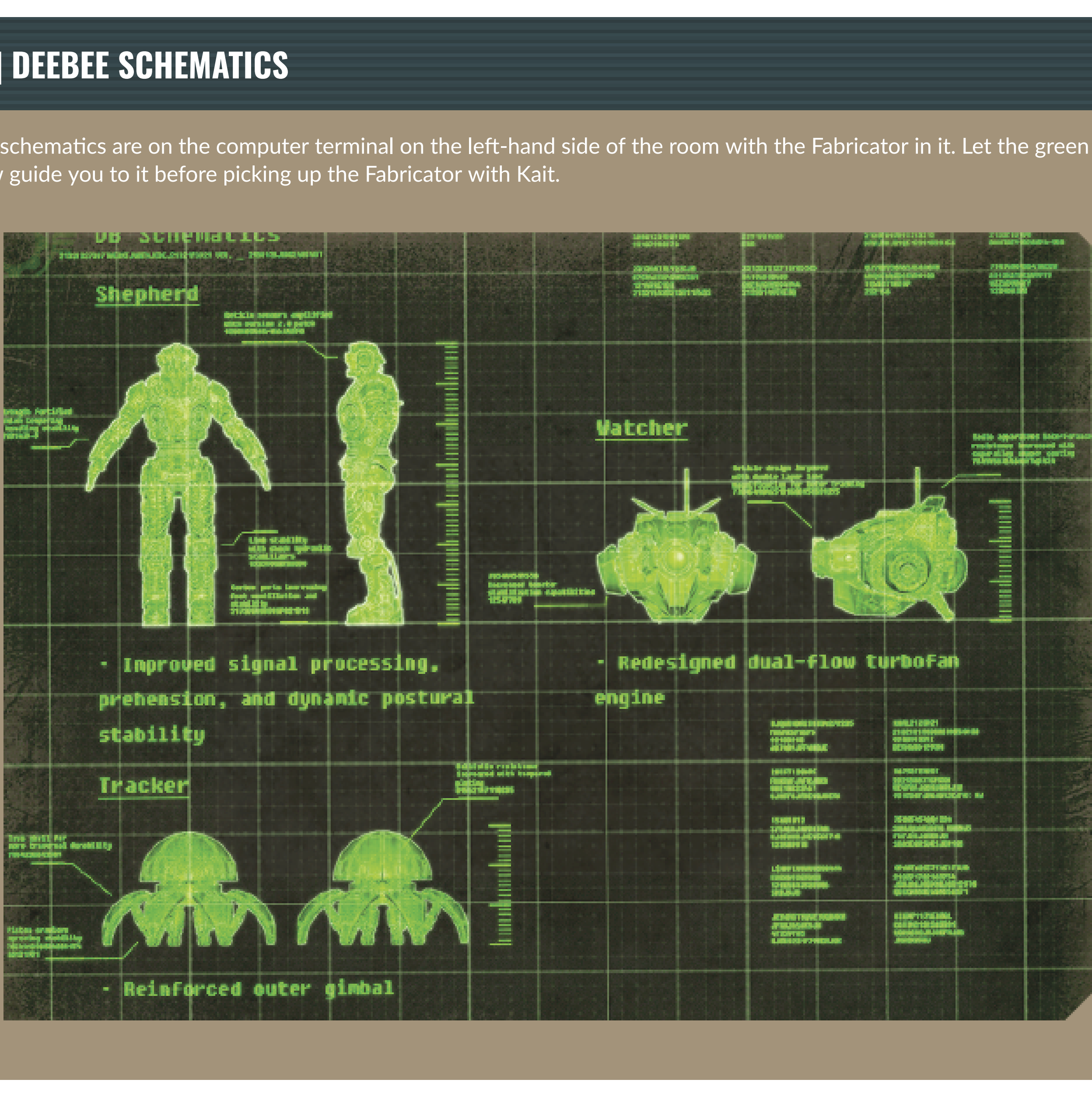


Del struggles with maintaining power for the lift, but eventually gets JD and Kait to the correct level. Unfortunately, the correct path is gated. Approach the side of the lift near the number "2" on the floor and use the gate control to lower the gate and extend the walkway.

The Fabricator isn't far. Pick up the massive trunk with Kait and carry it back to the center of the platform lift. Del begins raising the platform once you're aboard.

[1] DEEBEE SCHEMATICS

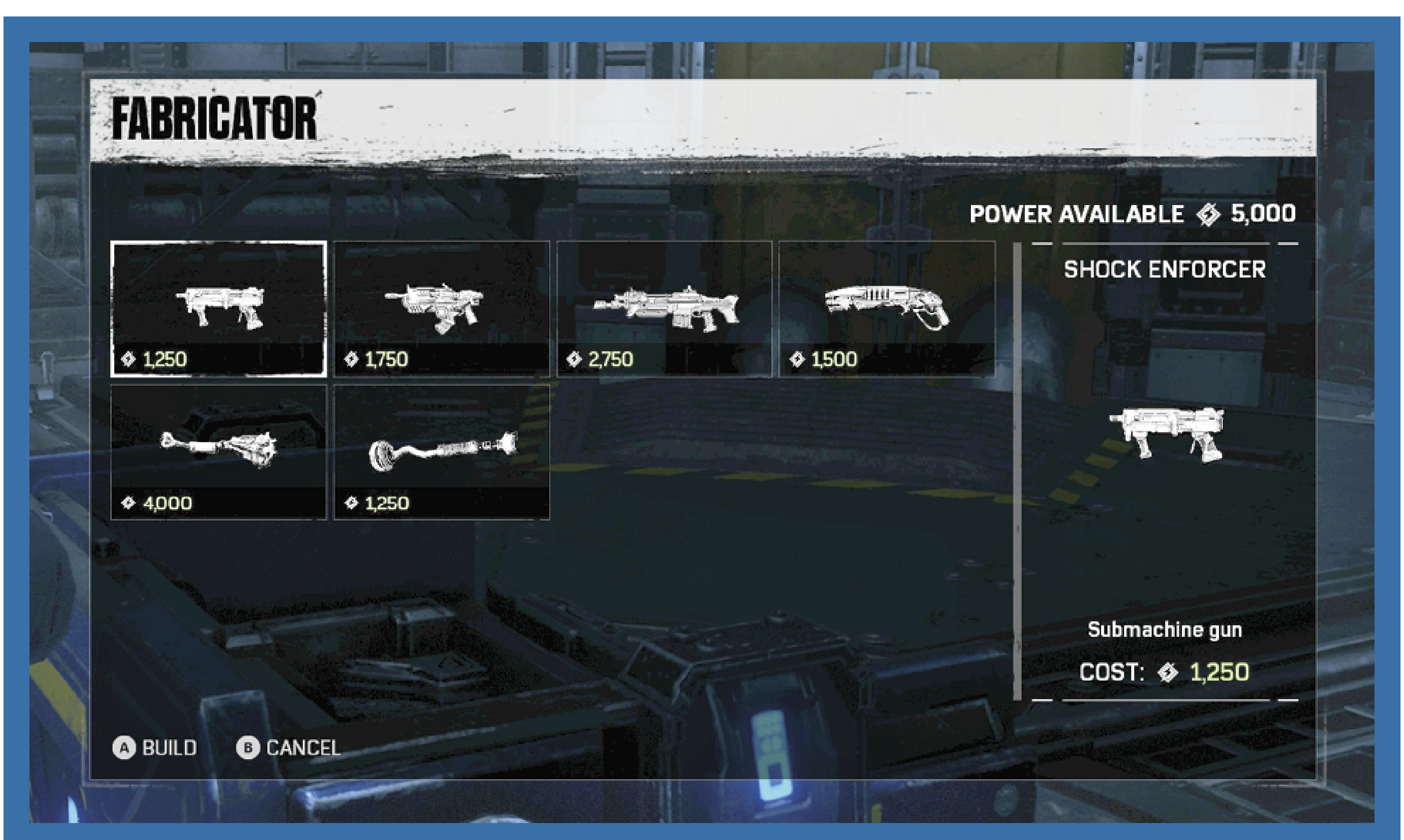
The schematics are on the computer terminal on the left-hand side of the room with the Fabricator in it. Let the green glow guide you to it before picking up the Fabricator with Kait.


DB Schematics
Shepherd
- Improved signal processing, prehension, and dynamic postural stability
Watcher
- Redesigned dual-flow turbofan engine
Tracker
- Reinforced outer gimbal

OBJECTIVE: BRING THE FABRICATOR UP

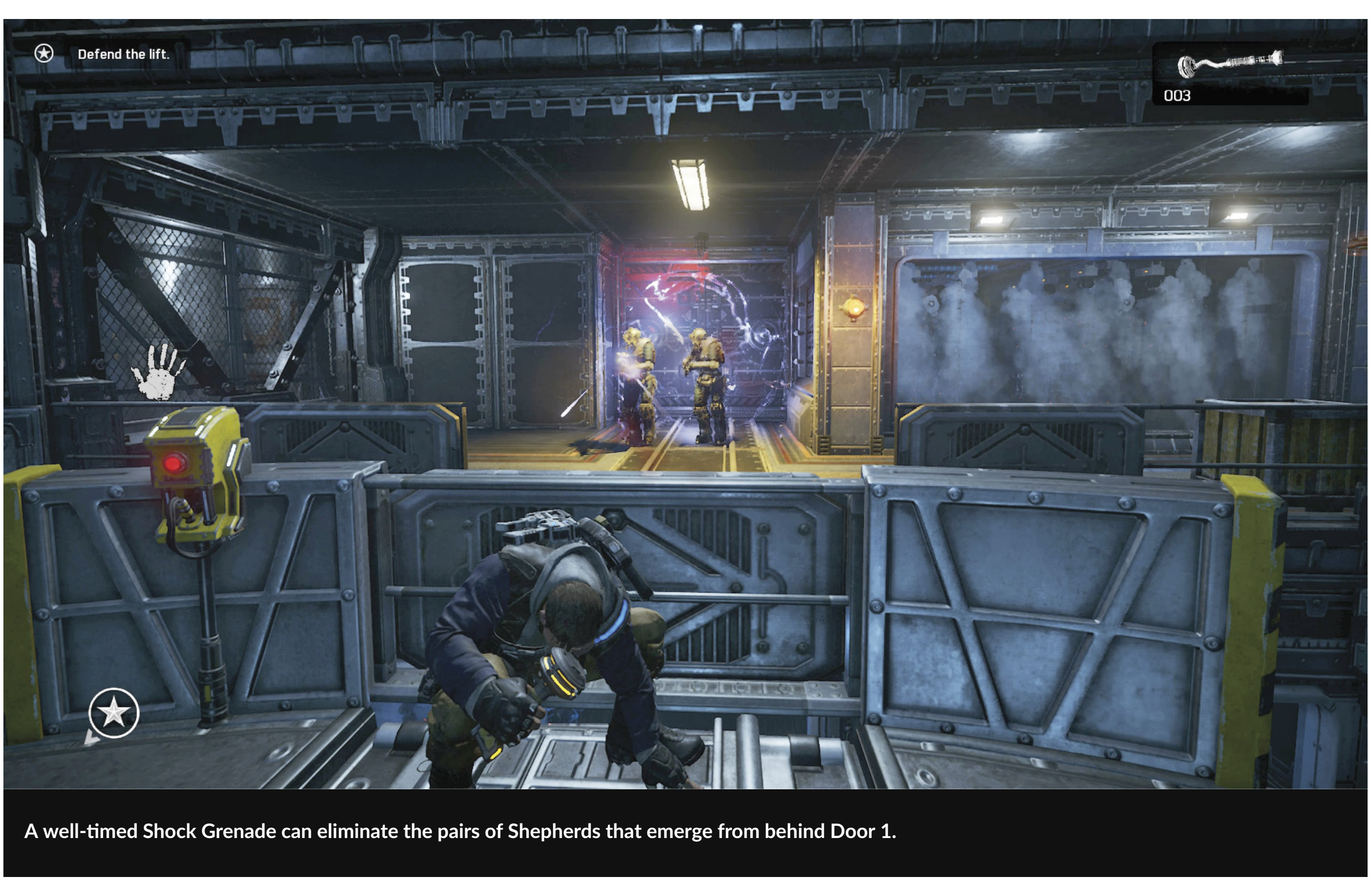
The ride back up to Del is even less smooth than the descent. Security soon overrides the system and forces the platform to stop at the wrong floor. When it does, shoulder the Shock Enforcer or Snub Pistol and take aim near Platform 4 as a stream of Trackers emerge. Shoot the Trackers while they're on the walkway, then switch to a melee-based approach as they get closer. Dash across the platform during a lull in the Tracker ambush to collect the Shock Grenades that are dropped.

MOBILE WEAPONS CACHE



The Fabricator can be used to spawn weaponry on-demand, as long as it has enough power to do so. Weapons (and defenses, available later) each have a power cost. Interact with the Fabricator to avail yourself of its weapons menu and consider purchasing the Hammerburst or Frag Grenades. The Fabricator's power is partially replenished between waves of enemies.

The lift stops again before long and a pair of Shepherds attack from Access 1. Take cover behind the gate facing the red blinking lights and blind-toss a Shock Grenade as soon as the doors open. Two additional pairs attack in ten-second intervals, so keep your guns aimed on door 1.

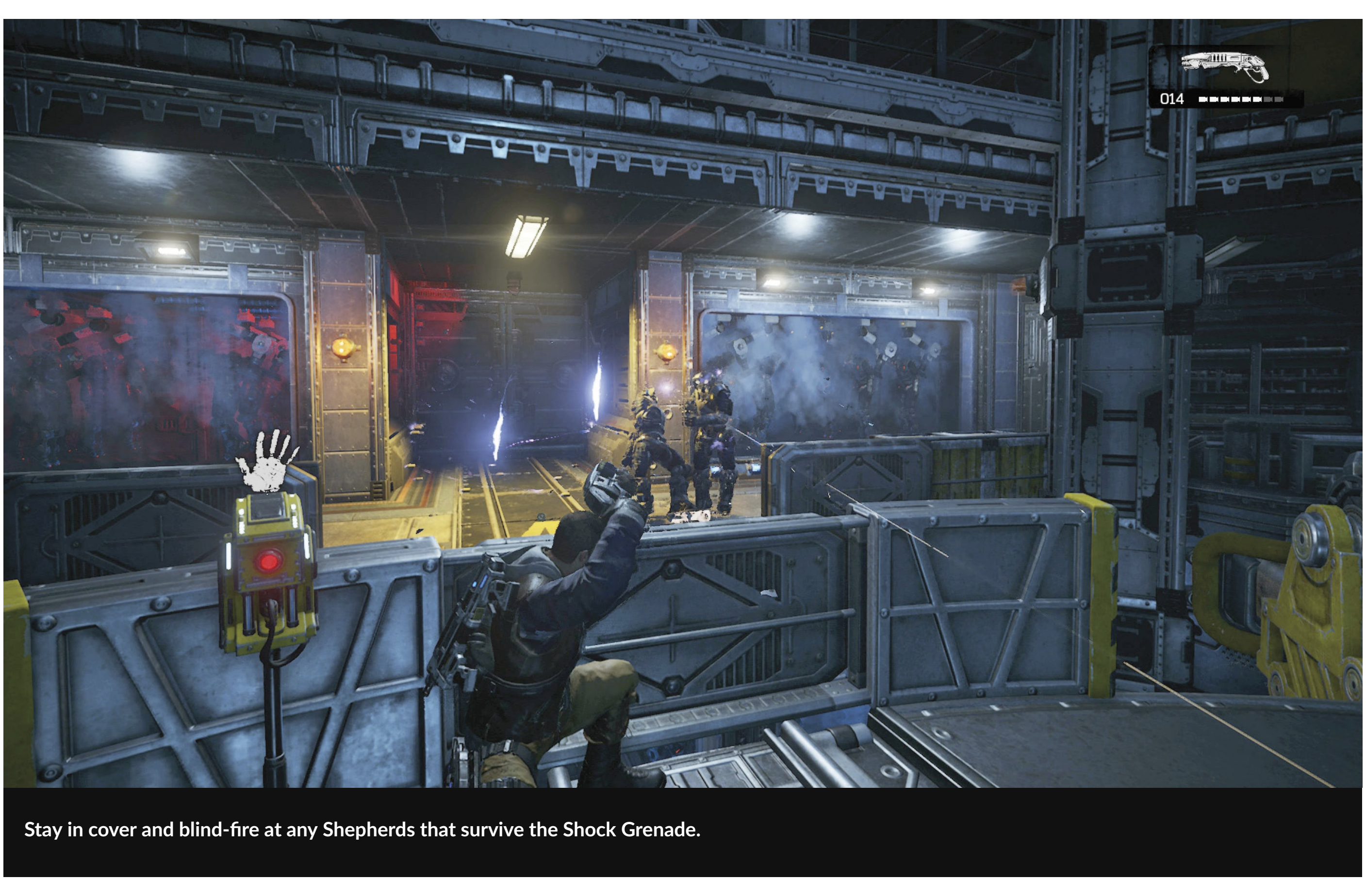


A well-timed Shock Grenade can eliminate the pairs of Shepherds that emerge from behind Door 1.

JAWS OF DEATH

The clamps that lower to hold the lift in place when it stops will crush you to death if you happen to be standing on the ridged area where they lock into place. Keep to the center of the lift for safety as the lift is coming to a stop.

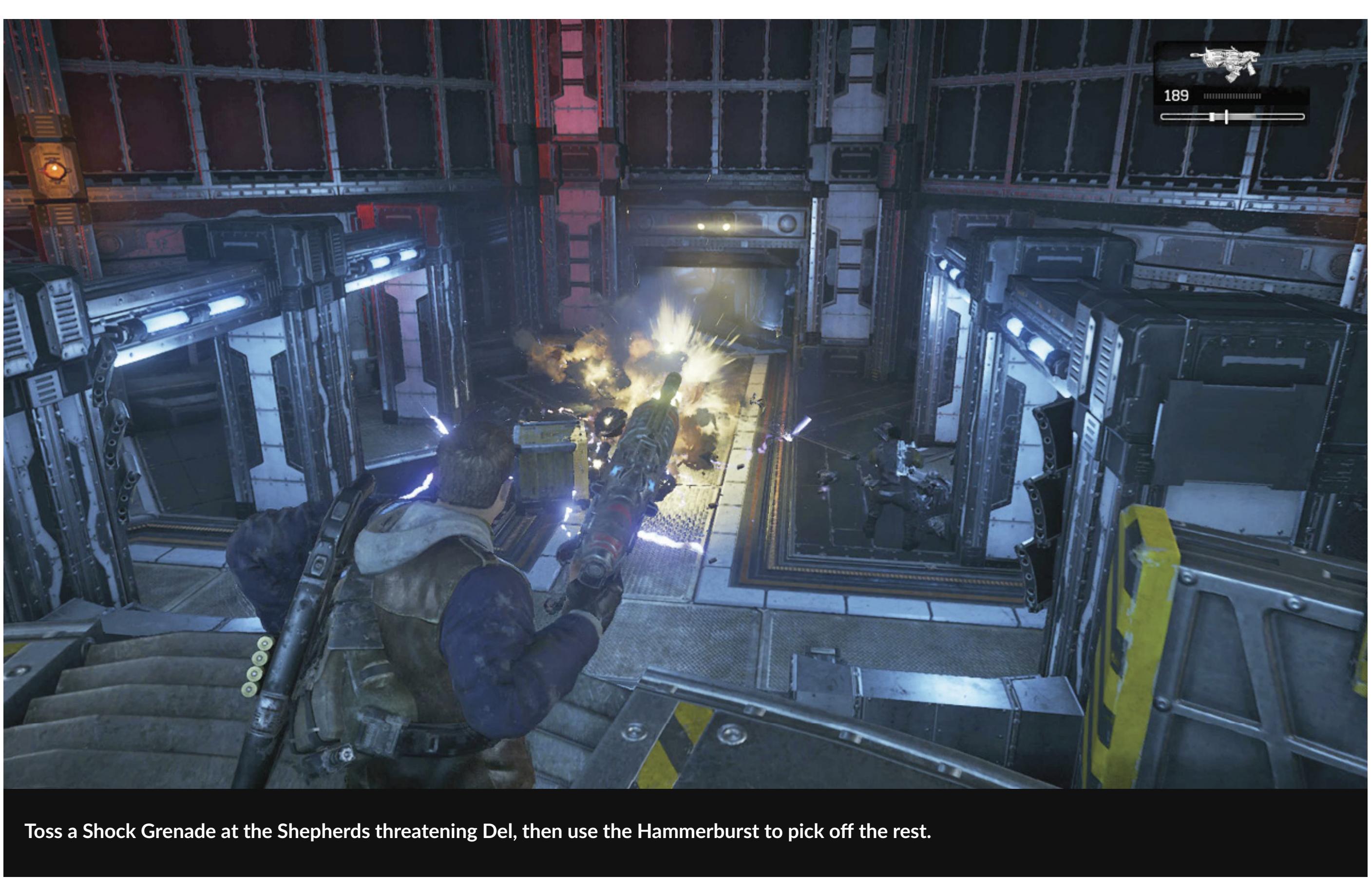
A warning alarm sounds from Access 4 after the third pair of Shepherds. Move to your right and use the gate controls to raise some cover near Access 4. Lob a Shock Grenade when the doors open to stun the DeeBees, then open fire on their heads. Focus your aim on the DeeBees emerging from Door 4 until JD says, "They're flanking us." That's your signal to rotate positions again and raise the gate near Door 3. If you move fast, you'll be able to keep the Shepherds from boarding the platform.



Stay in cover and blind-fire at any Shepherds that survive the Shock Grenade.

Del gets the lift working again just as more DeeBees emerge from Door 4. Continue firing on them but don't waste any more Shock Grenades, as they won't have a chance to board. And you're going to need them in a moment. Purchase more from the Fabricator if needed.

The lift rises slightly past the floor where Del is located and gets stuck between floors as Shepherds attack Del. Lob Shock Grenades down at the DeeBees and do your best to keep Del safe. Fortunately, you needn't worry about friendly fire. Destroy the DeeBees threatening Del's safety first, then focus on those that may have fled to the corners of the Construction Hub. Raise the lift-gates as needed for cover as you begin to draw the attention of the Shepherds.

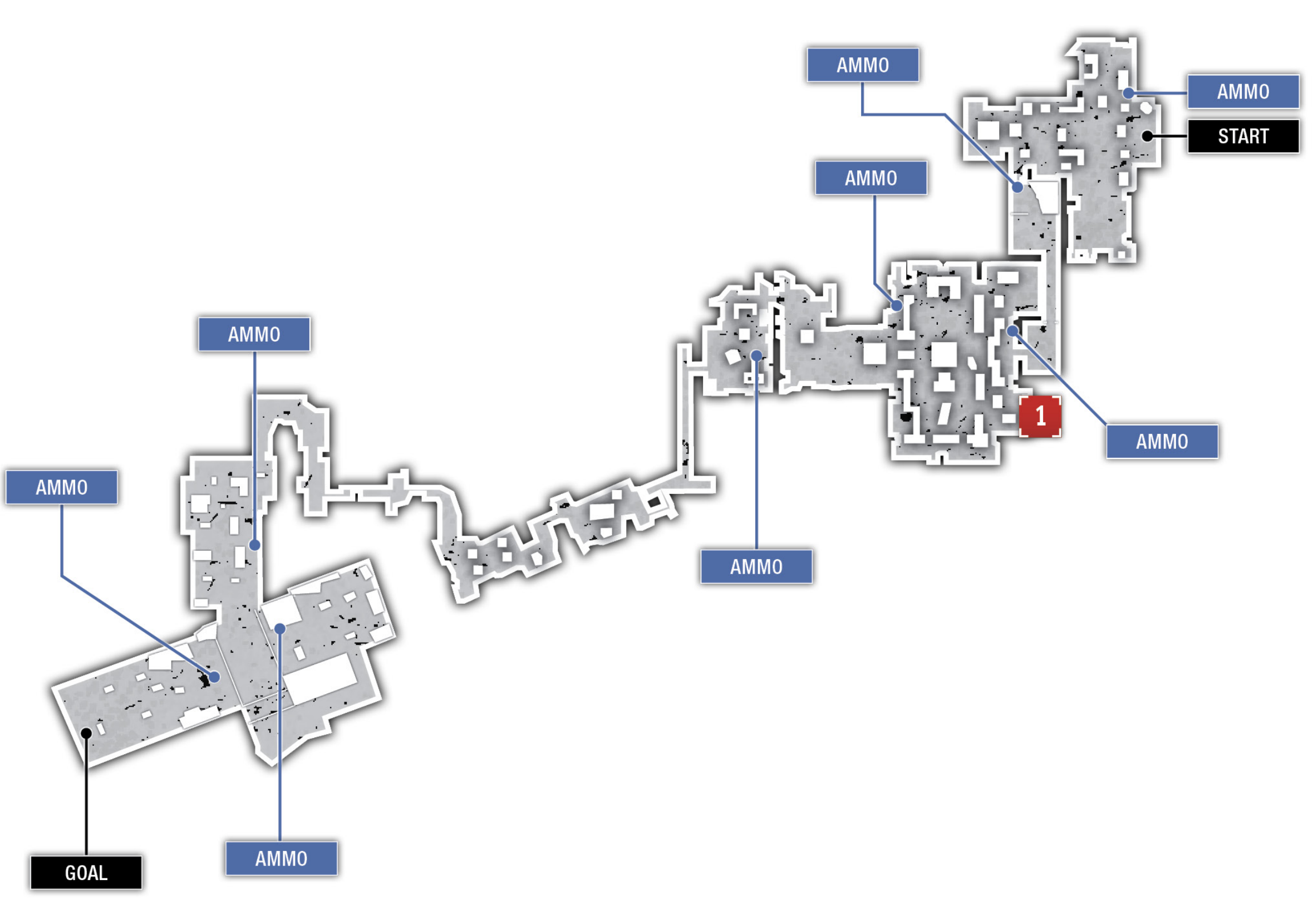


Toss a Shock Grenade at the Shepherds threatening Del, then use the Hammerburst to pick off the rest.

Del gets the lift running again once the last of the DeeBees has been destroyed. Lower the gate at Access 1 when the platform reaches the correct floor, then carry the Fabricator down the hallway back to the elevator you rode earlier. Unfortunately for Oscar, things were actually a bit safer on the inside. Listen to the conversation with Jinn and keep your guard up as the foursome take the Fabricator for a ride on a mysteriously convenient cart that arrives.

Act 1

Chapter 3: New Friends



COLLECTIBLES

1 DeeBee Safety Notice

SITUATION OVERVIEW

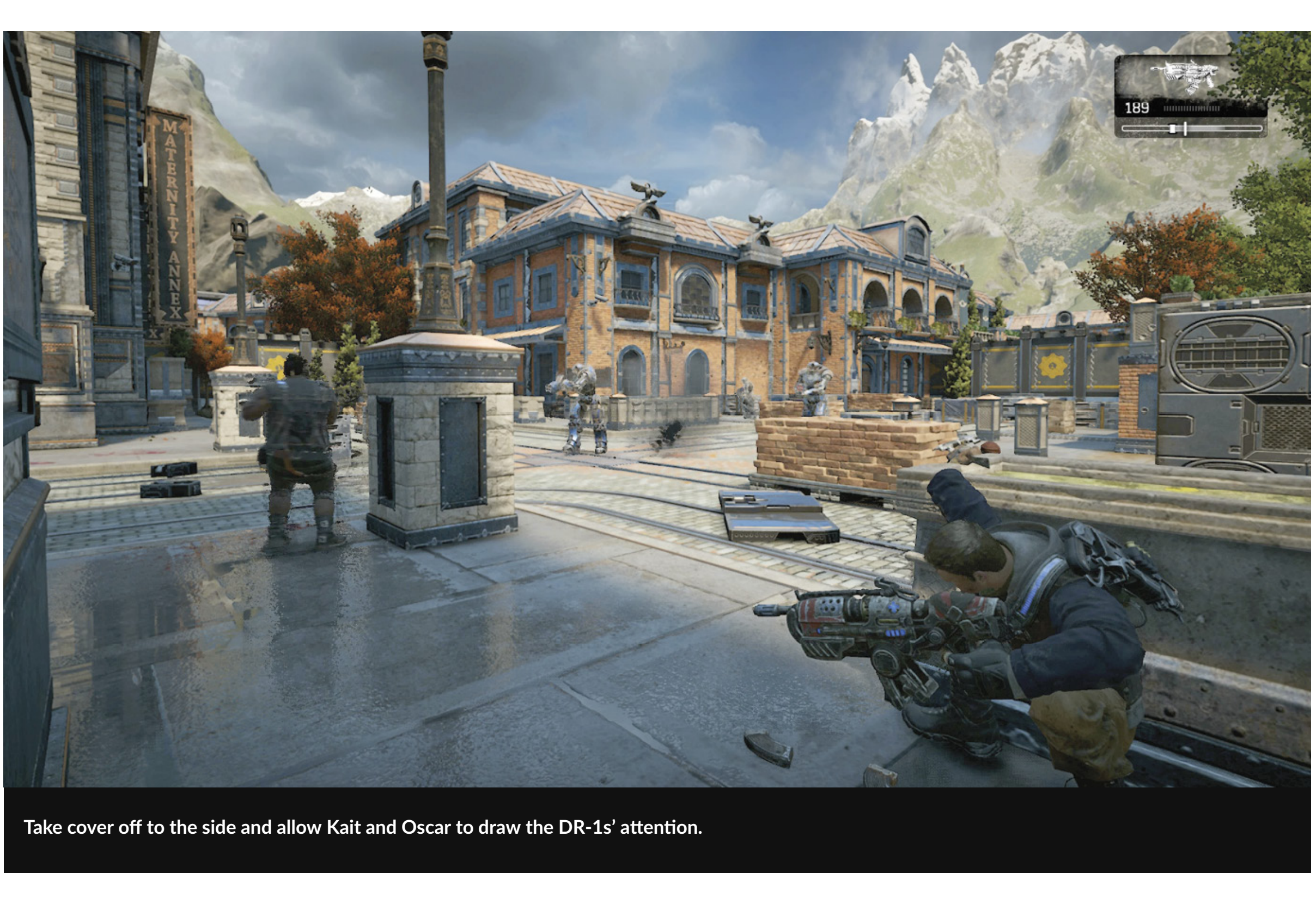
With the Fabricator in their possession, the squad returns to Oscar triumphantly, only to find him tied up by DeeBees. Apparently it was safer for Kait inside, after all! But just when things appear to be going from bad to worse, a mysterious transport cart arrives with instructions for them to get in. There's no telling who sent it or where it will take them, but right now they're in no position to question this stroke of good luck.

SETTLEMENT 5

OBJECTIVE: DEFEAT THE ATTACKING DEEBEES

JD and company get knocked from their transit cart as a Condor deploys multiple DR-1 robotic soldiers. These upgraded DeeBee units are far more resilient and wield far deadlier weaponry. Stay behind cover, target the nearest enemy, and focus your firepower on it until it is destroyed. DR-1 units don't utilize cover. Instead they simply march straight toward their target, using thrusters to either side-hop or leap up and over cover. DR-1 units have been programmed to be purely offensive and will not seek self-preservation like the Shepherds.

Eliminate the first pair of DR-1 robots with concentrated firepower, then rush forward and swap the Shock Enforcer out for the Overkill. Duck behind cover as another Condor swoops low overhead and deploys a second wave of DeeBees.

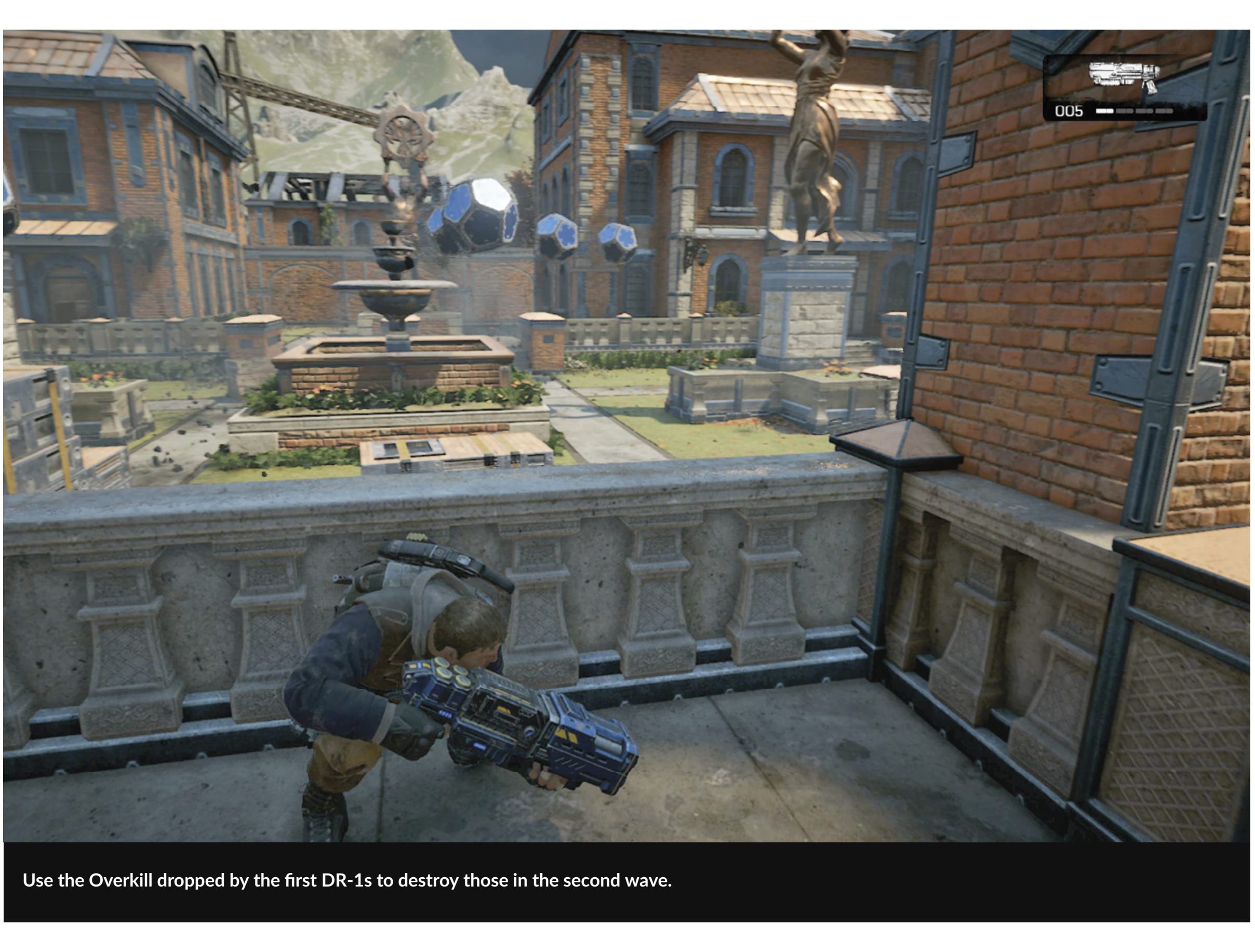


Take cover off to the side and allow Kait and Oscar to draw the DR-1s' attention.

DR-1 SELF-DESTRUCT

The more menacing DR-1 will run a self-destruct sequence if critically damaged but still mobile. It will quickly stride toward the nearest member of your human squad and detonate like a grenade. Dash away or, better yet, put another round into the DR-1's head before it gets too close.

The Overkill is a semi-automatic shotgun that fires large-diameter projectiles with each pull—and release—of the trigger. Although it can only load four shells at a time, each shell can be fired twice. The Overkill has tremendous kick, so aim low, especially if you wish to squeeze rapidly for a high firing rate. It only takes a few shots from the Overkill to down a DR-1, but ammo is limited so make your shots count! Each wave deployed by the Condors also contains a pair of Shepherds. These lesser foes will hang back, behind cover, while the DR-1s march forward. Don't target the Shepherds until after the DR-1s have been eliminated.



Use the Overkill dropped by the first DR-1s to destroy those in the second wave.

OBJECTIVE: GET THE FABRICATOR OUT OF THE SETTLEMENT

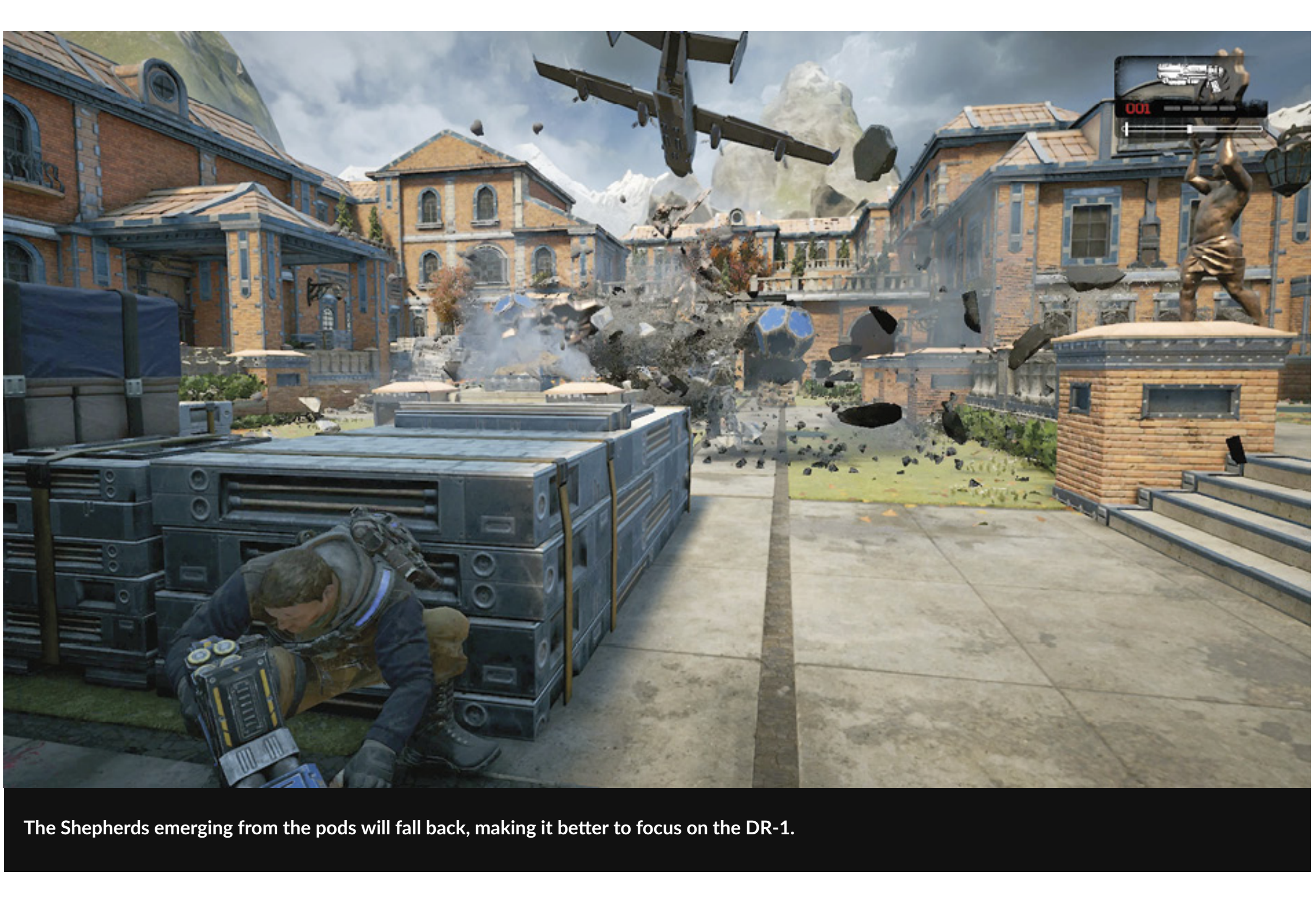
Del and Oscar carry the Fabricator, leaving JD and Kait to lead the way. Advance toward the smoking debris in the distance, while keeping to the right-hand side of the street. A DR-1 bursts through the brick wall on the left, but it's not alone. Target the Trackers by its side with the Overkill to quickly detonate them next to the larger foe.

Enter the building, kick open the double doors, and proceed to the courtyard out back. As always, make sure your weapons are reloaded before exiting.

CHECKPOINT SAVING

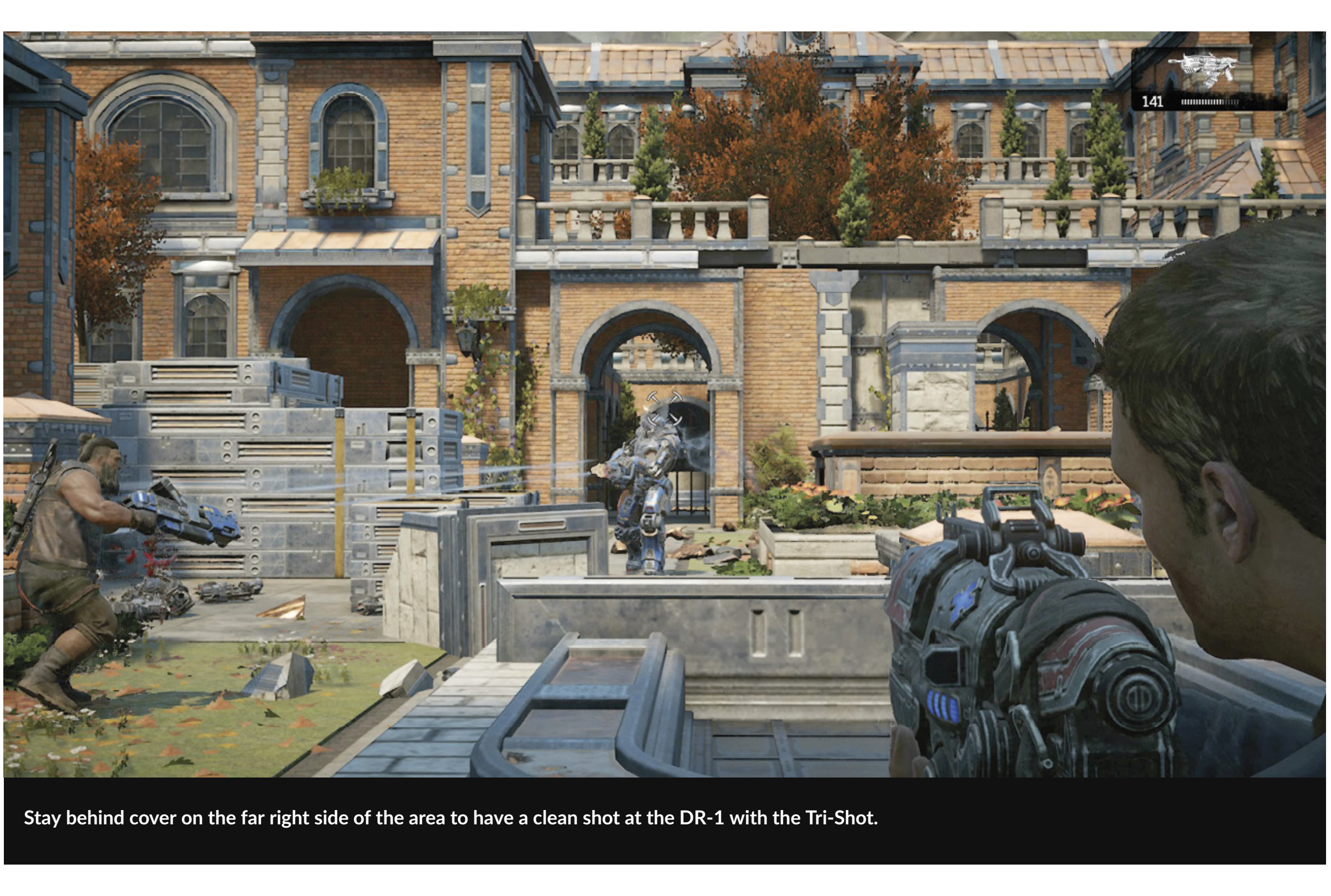
Watch for the brief message that appears on the lower left corner of the screen whenever you reach a checkpoint. Checkpoints bookend major fights. Let them be your cue that the action is about to heat up if you're enjoying a brief reprieve from combat.

Multiple drop-pods are deployed by another Condor as soon as you reach the exterior. Stick to the porch to maintain an elevated position and use any grenades you have with the Overkill to beat back the DR-1s. Slip out of cover and down the steps to the right to eliminate any Shepherds moving alongside cover on that side of the garden so you can flank the remaining DR-1s. The larger foes will likely be distracted by Kait and the others, giving you a chance to open fire from their blindside.



The Shepherds emerging from the pods will fall back, making it better to focus on the DR-1.

Circle around to the right to get the drop on the remaining Shepherds. There's an ammo crate atop the steps to the right of the brass statue should you need it. It is probably much safer for you to get this crate than to try and salvage any Overkill ammo from the center of the garden.



Stay behind cover on the far right side of the area to have a clean shot at the DR-1 with the Tri-Shot.

A lone DR-1 armed with a Tri-Shot attacks last. Use the available cover along the periphery to flank it. If forced to contend with it head-on, stay in cover and blind-fire the Overkill one shot at a time to ensure you don't waste ammo. Don't poke your head out for any reason! Swap to the Gnasher and finish off any remaining Shepherds.

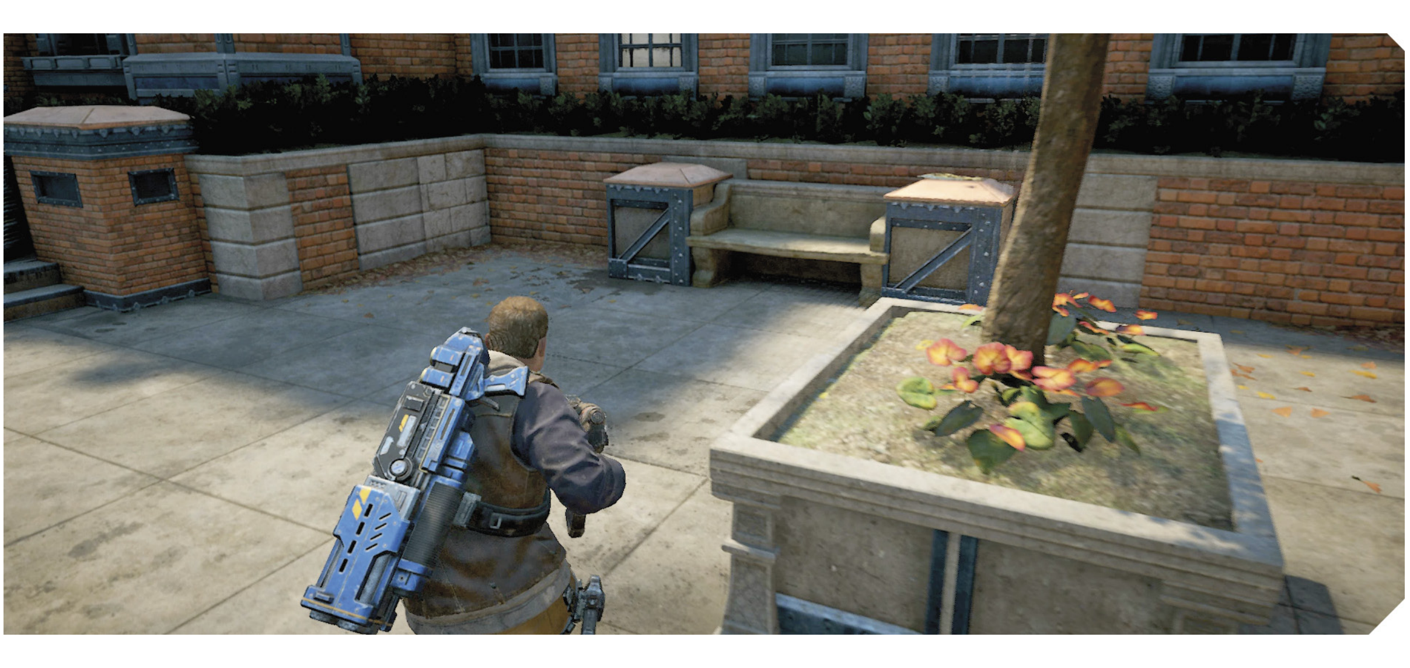
Grab the dropped Tri-Shot as another Condor approaches and mount it atop the wall near the ammo crate. Take aim toward the large bronze statue and wait for the DeeBees to come marching into your line of fire.

BEHOLD THE TRI-SHOT!

The Tri-Shot may resemble the Mulcher in form, but it functions a bit differently. The larger-diameter shells pack a greater punch, but not without a penalty. Fire in short bursts to keep the unique crosshairs on your target. It also helps to aim a little low when first targeting an enemy, so you can use the weapon's rise to pepper the torso and head of a foe with each burst. Like the Mulcher, you'll need to allow the weapon to cool off periodically. Monitor the temperature gauge near the ammo count and note that each of its three barrels can overheat independent of one another, so vent frequently.

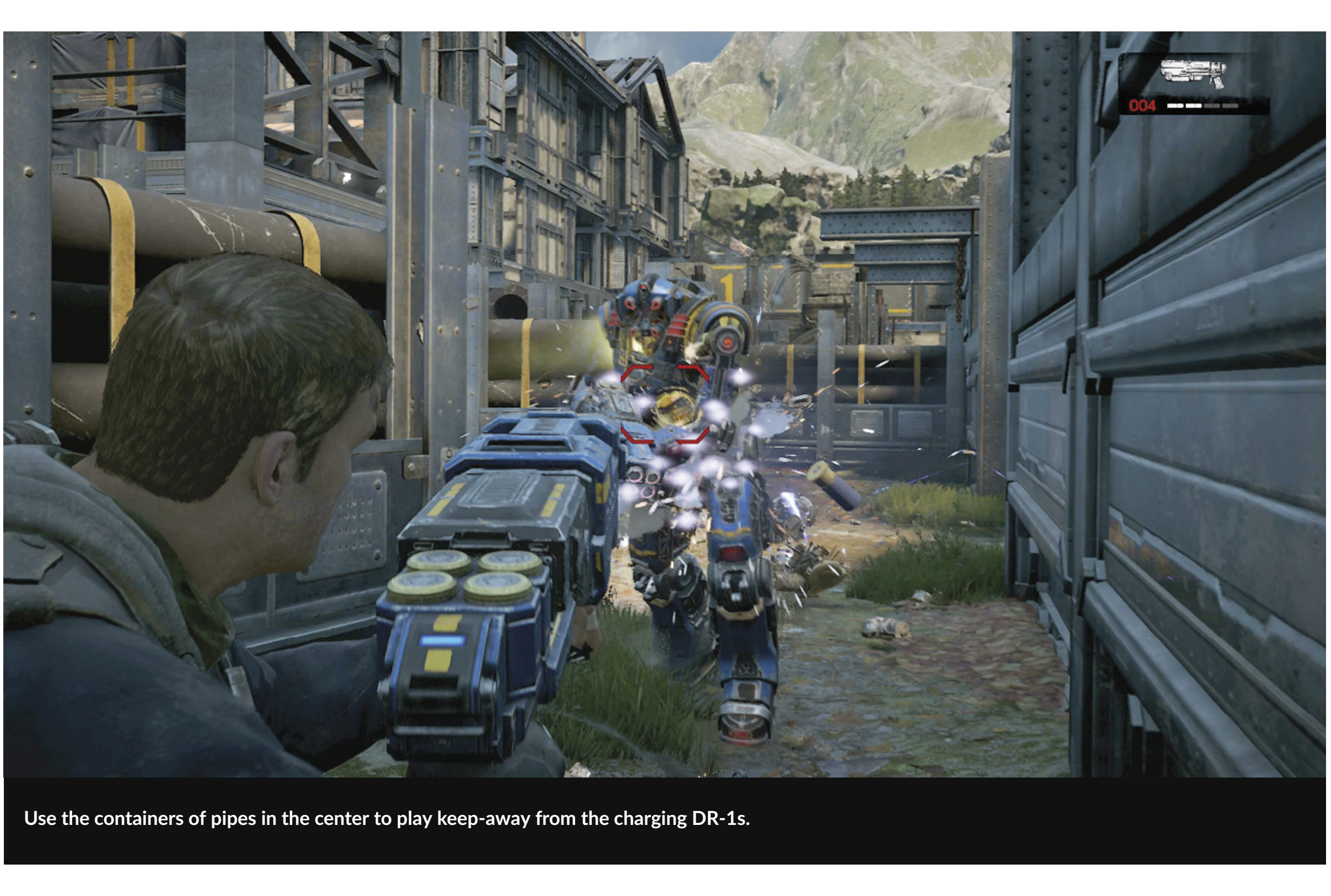
[1] DEEBEE SAFETY NOTICE

This collectible is beside the bench in the near-left corner of the courtyard where you get the Tri-Shot. Loop around the obstacles in a counter-clockwise direction after defeating the third wave to find it atop the right side of the bench.



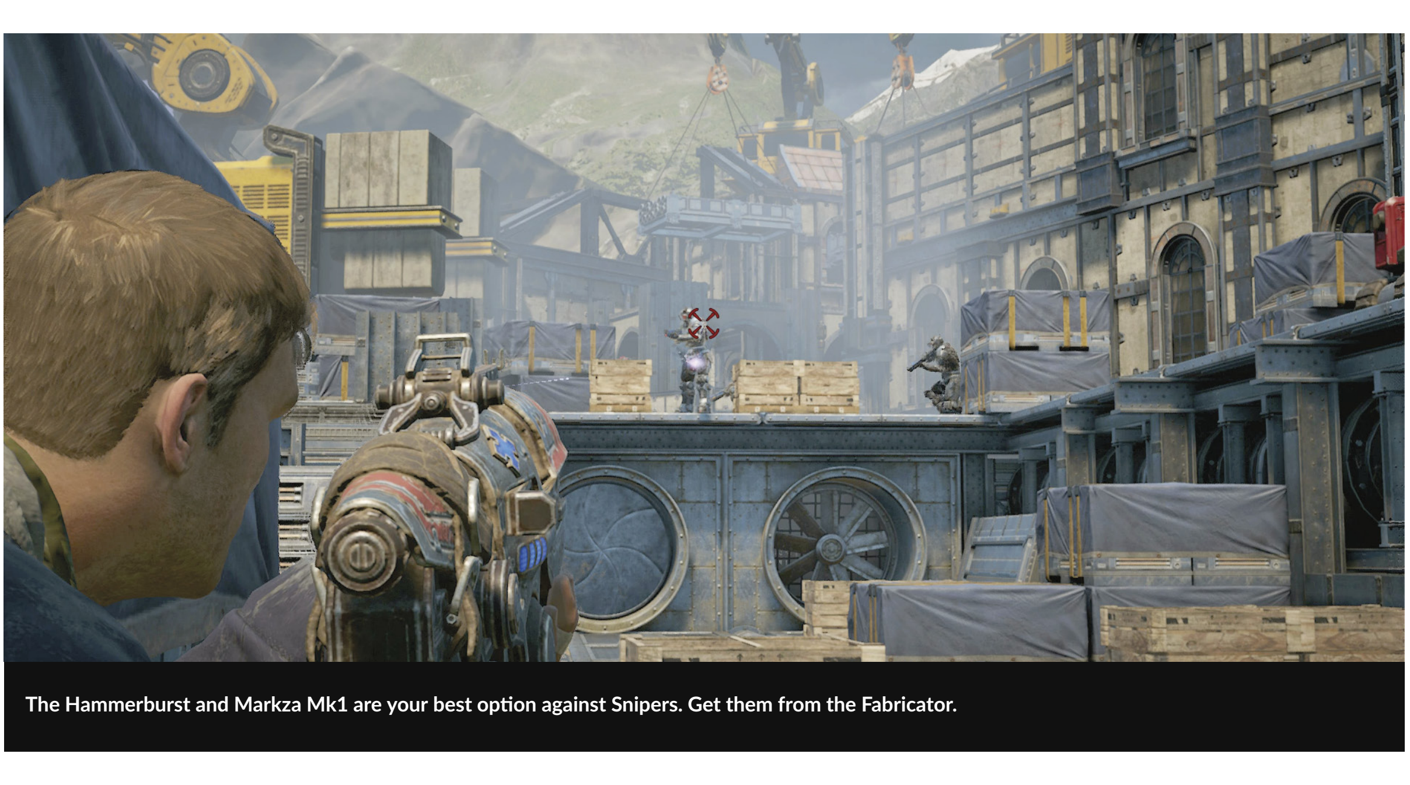
Lead your squad through the hole in the wall and kick open the double doors across the road to enter the next construction pit. Retreat to the upper walkway once multiple Trackers enter from the pipe and the area above it. Don't waste any Overkill ammo on the Trackers; use the Snub Pistol and melee attacks instead. Keep the Fabricator between you and the Trackers for added protection.

Continue through the utility corridor to the next construction site, grab the Overkill leaning against the crate, and get ready. More Trackers and DR-1s are inbound. Use the bin of pipes and the vertical beams up ahead for cover. One final enemy will burst through the wall up ahead—that's your way out!



Use the containers of pipes in the center to play keep-away from the charging DR-1s.

JD alerts the squad to DeeBee Snipers up ahead. Take cover behind the taller piles of construction materials and use the Hammerburst or Markza Mk1 to take them out from afar (obtained from the Fabricator). If this proves too difficult, sprint to the taller cover nearest the Snipers and use the Overkill or a grenade from that position. Multiple Trackers drop into the pit after you destroy the Snipers, so stay on guard. Swap out the Overkill for the EMBAR Sniper Rifle dropped by one of the Snipers and gather up the other rifles for additional ammo. Don't leave this area without it!

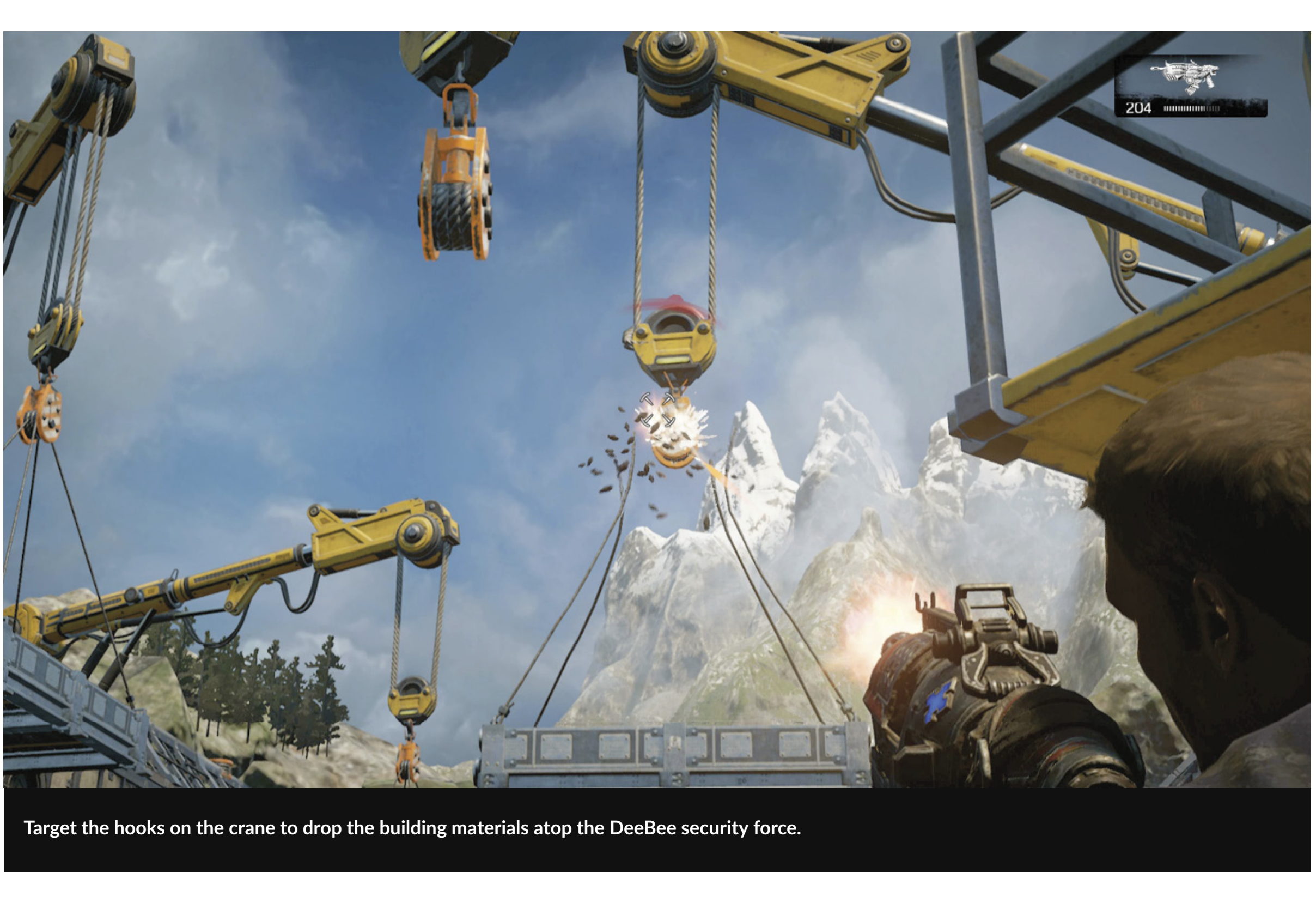


The Hammerburst and Markza Mk1 are your best option against Snipers. Get them from the Fabricator.

ELIMINATE WOODEN COVER

Shoot any wooden crates or stacks of pallets in the area so that the Shepherds that deploy on the ground can't take cover behind them.

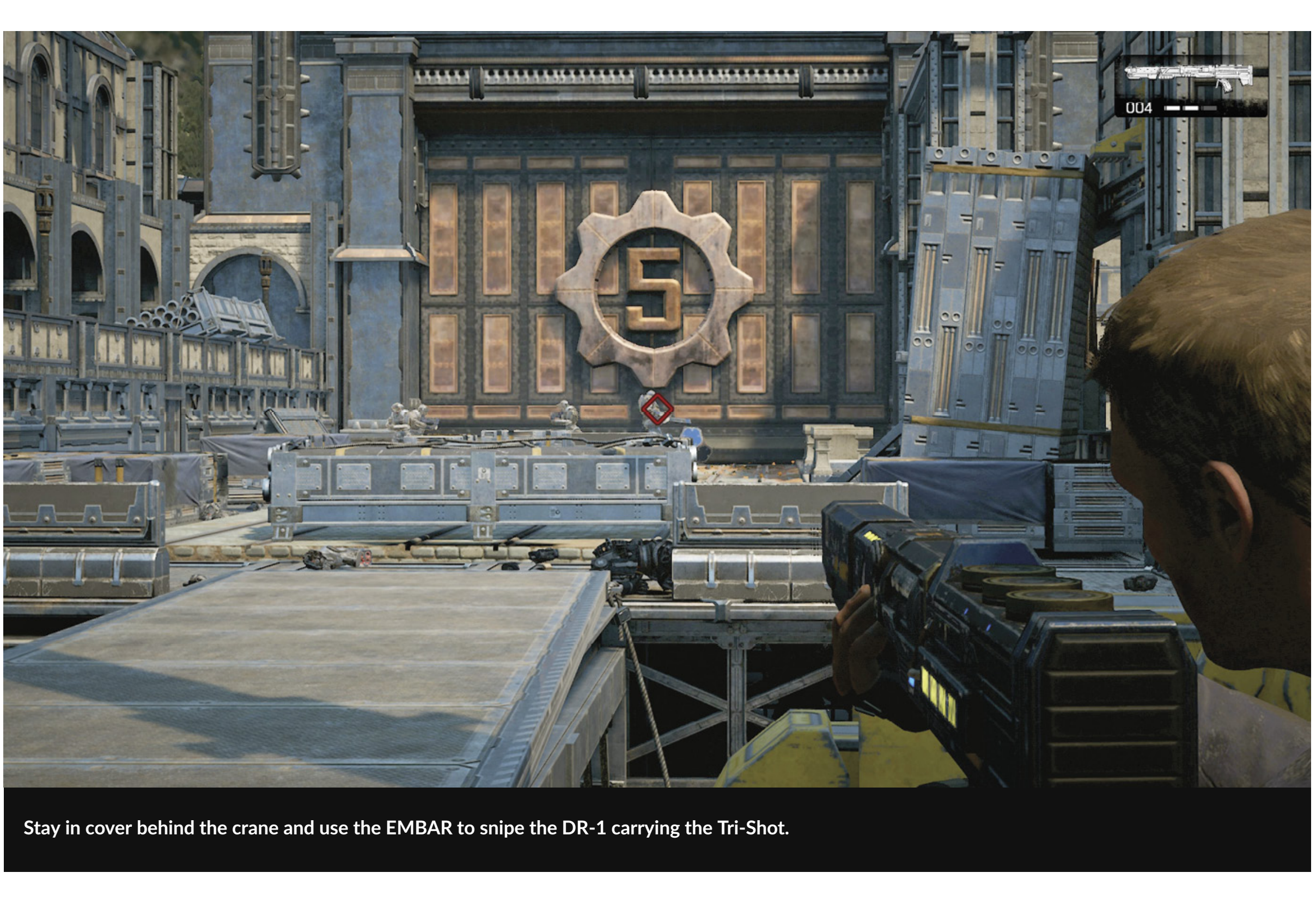
Ascend the ramp to reach the crane and use the Snub Pistol to shoot the hook holding the suspended platform. This drops a bridge into place for your squad to cross. Don't target the other hooks just yet!



Target the hooks on the crane to drop the building materials atop the DeeBee security force.

Take cover at the base of the crane, wait for the DeeBees to come forward, then shoot the second hook to crush several of them. Shoulder the EMBAR Sniper Rifle and take aim at the DR-1s that attack next. Hold the trigger to charge a shot, wait for the reticle to tighten, and release the trigger with the crosshair fixed on a DR-1's head. You only have a brief period to fire the shot, else the EMBAR will vent the current one and require you to charge up another shot. Don't worry if this happens, as it doesn't waste any ammo.

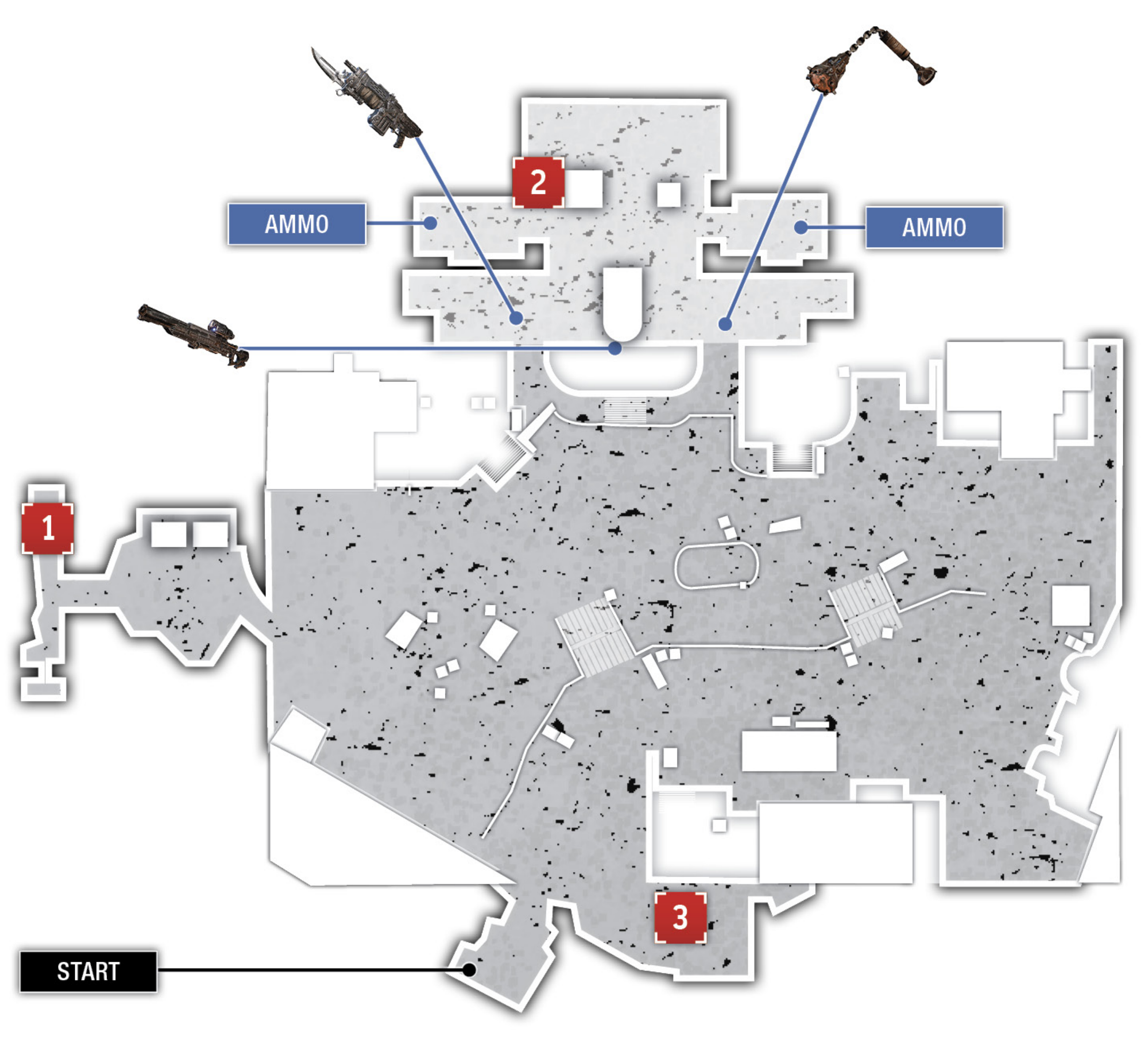
Wait for the additional snipers to move into position along the upper walkway on the left, then, once they've advanced to the corner, shoot the hooks on the other cranes to crush the Snipers with the building materials. Pick off the remaining DeeBees and approach the gate.



Stay in cover behind the crane and use the EMBAR to snipe the DR-1 carrying the Tri-Shot.

Act 1

Chapter 4: A Few Snags



COLLECTIBLES

1. Village Mare Breeding Record
2. Village Windflare Lockdown Procedure
3. Book Inscribed To Kait

SITUATION OVERVIEW

The squad succeeded in retrieving the Fabricator as Kait's mother Reyna had requested, but not without notice. The COG are on their way to the village, and history has shown them to not be averse to using force. But there's something strange in First Minister Jinn's demands. She says she's come for her people, but who is she talking about? There's no time to find out now. JD and the others must get the Fabricator set up to guard the Town Hall.

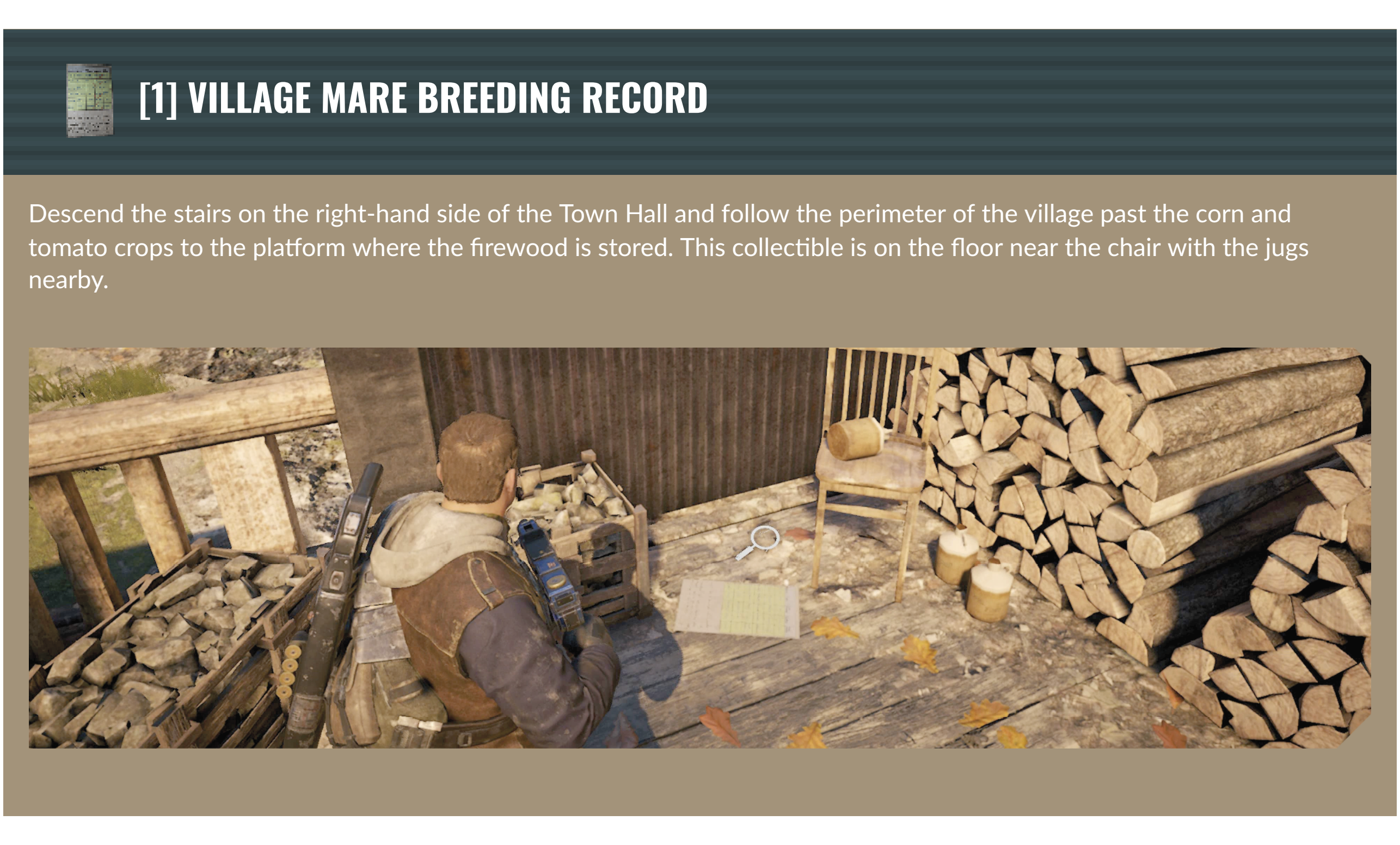
OUTSIDER VILLAGE

OBJECTIVE: BRING THE FABRICATOR TO THE TOWN HALL

Follow Reyna through the village with the Fabricator. Kait helps you carry it to the Town Hall. There are multiple collectibles scattered throughout the farming area that you can find before using the Fabricator to erect defenses. There's not going to be time to seek out the collectibles later, so do it as soon as the door to the Town Hall is sealed and the Fabricator is in place near the statue.

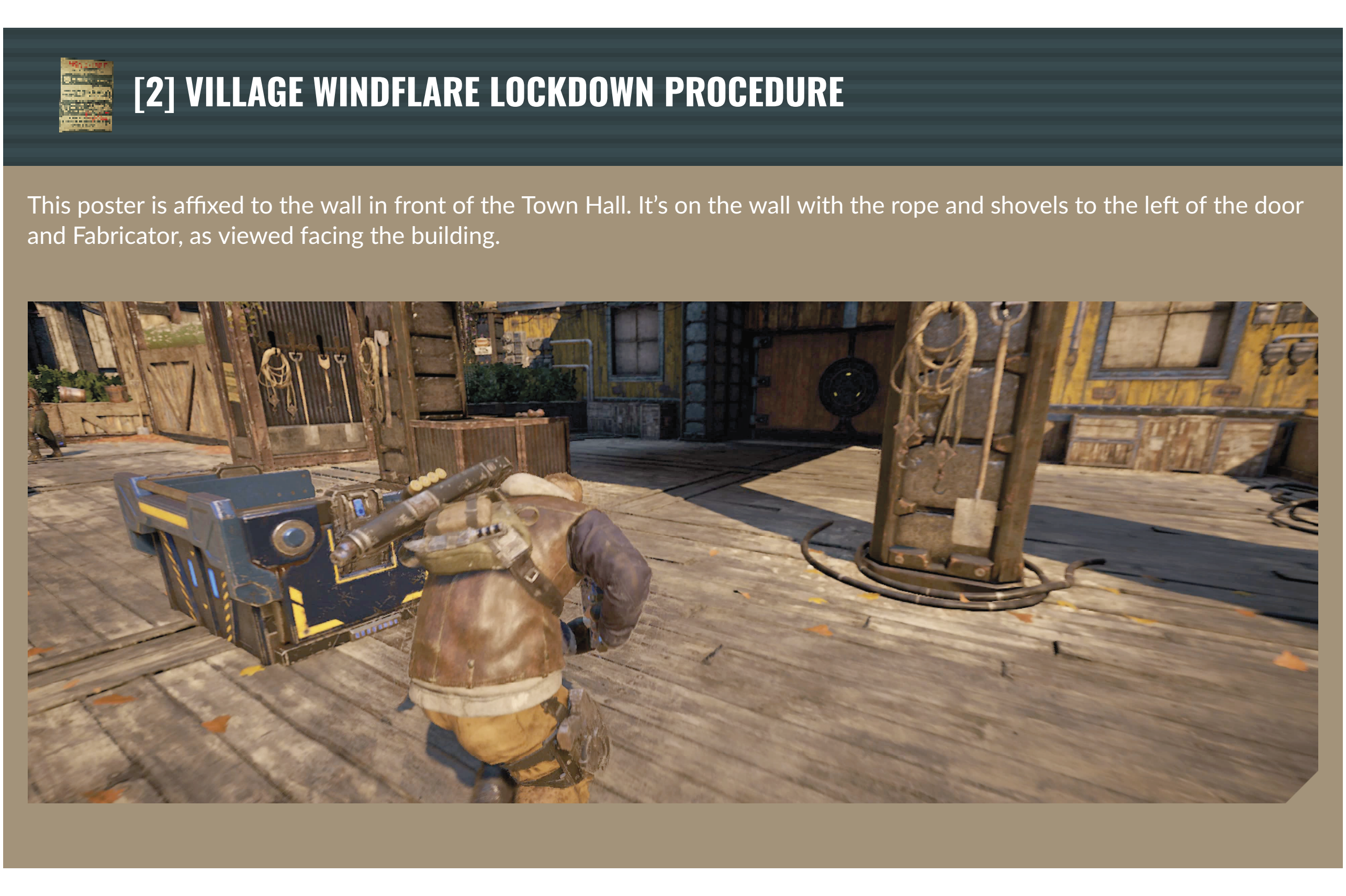
[1] VILLAGE MARE BREEDING RECORD

Descend the stairs on the right-hand side of the Town Hall and follow the perimeter of the village past the corn and tomato crops to the platform where the firewood is stored. This collectible is on the floor near the chair with the jugs nearby.



[2] VILLAGE WINDFLARE LOCKDOWN PROCEDURE

This poster is affixed to the wall in front of the Town Hall. It's on the wall with the rope and shovels to the left of the door and Fabricator, as viewed facing the building.



[3] BOOK INSCRIBED TO KAIT

This book is on the wooden elevated platform across the village from the Town Hall, near the apple tree. It's positioned between a barrel and a chair. Perhaps where Kait liked to do her candlelit reading at night?

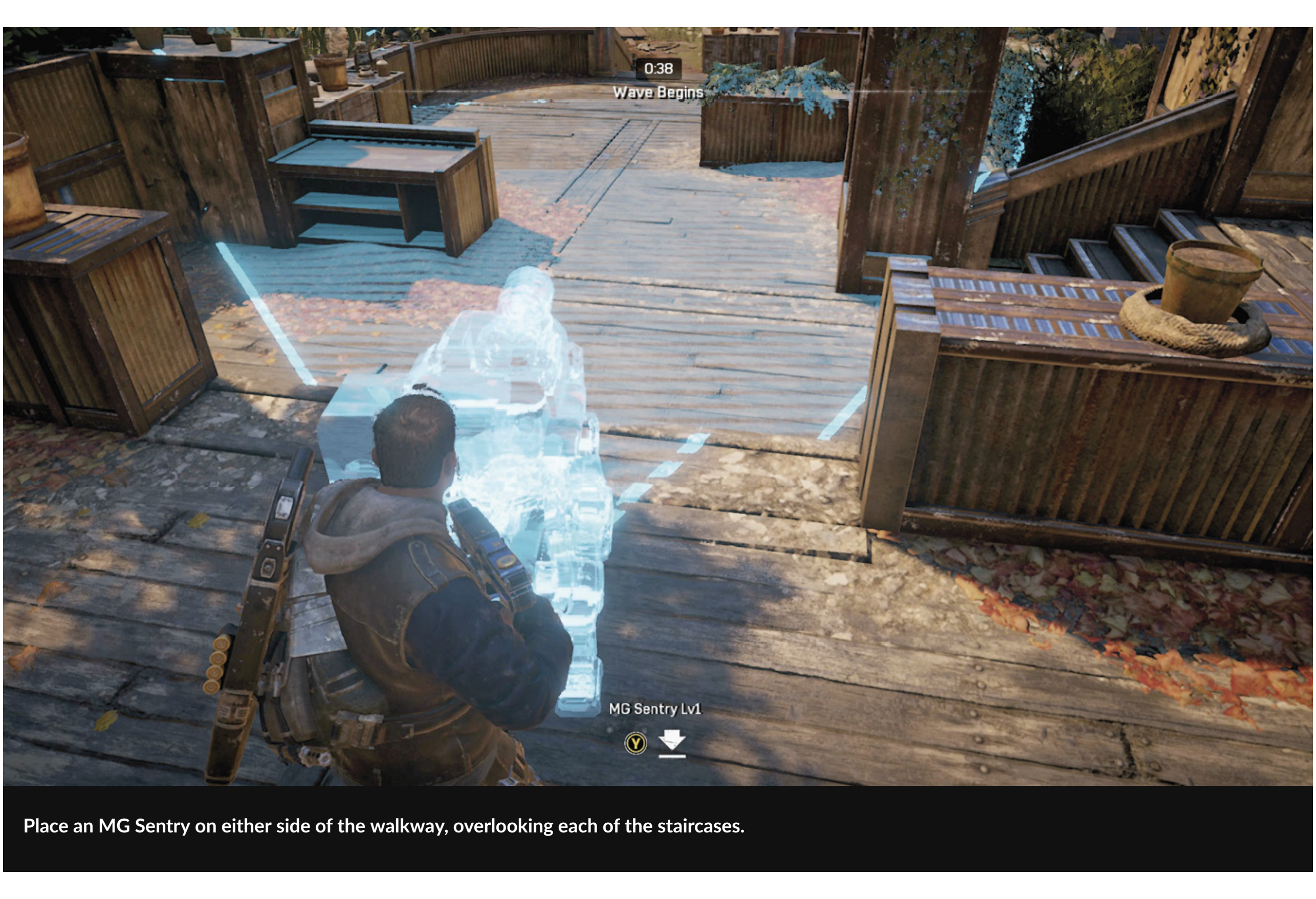
OBJECTIVE: USE THE FABRICATOR TO BUILD FORTIFICATIONS

Now that the Fabricator is in a proper defensive position, it can be used to not only generate weapons, but to erect fortifications ala Horde mode. This particular Fabricator is a relatively low-power model and the quality of the fortifications and amount of power available are lower than you will have access to later on. Fortunately for JD and the others, the strength of the enemies is relatively low as well.

Fabricator Options: 10,000 Initial Power

ITEM	CATEGORY	POWER COST
Barrier LV 1	Fortification	2500
MG Sentry LV 1	Fortification	4000
Shock Sentry LV 1	Fortification	5000
Retro Lancer	Weapon	2000
Gnasher	Weapon	1750
Markza Mk1	Weapon	2300
Frag Grenade	Weapon	4000
Shock Grenade	Weapon	1250
Longshot	Weapon	2000

The Fabricator has 10,000 power units available at the start and will replenish energy between waves. How you construct your fortifications is entirely up to you and there are many paths to success, but you may want to purchase two MG Sentries and place them on either side of the approach, overlooking the lower walkway. The idea here is that you want to funnel enemies through a natural chokepoint—the stairway—without giving them the ability to get too close to your defenses. Barriers are helpful in slowing down enemies, but heavy firepower is a better option.



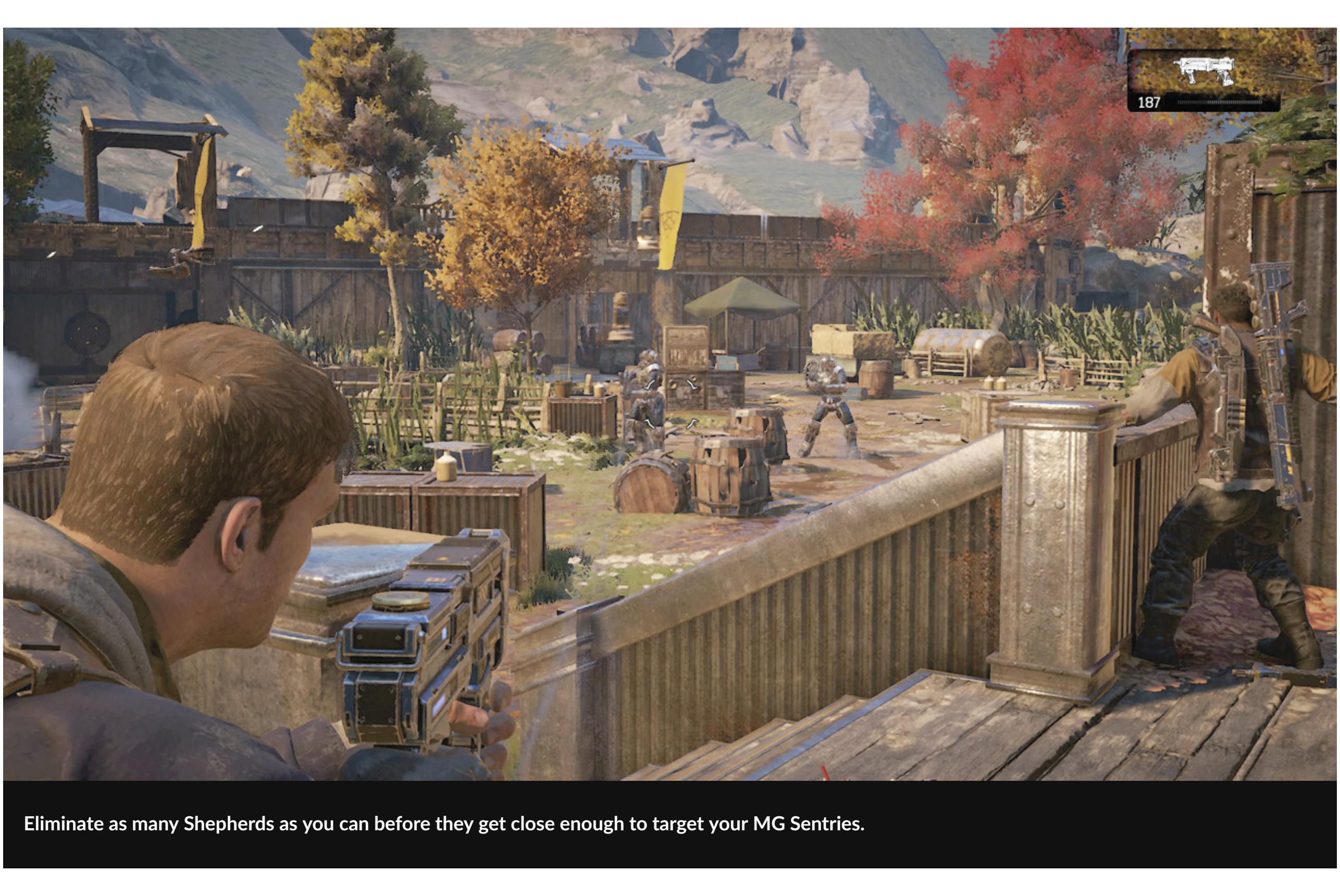
Place an MG Sentry on either side of the walkway, overlooking each of the staircases.

There is plenty of ammo and Frag Grenades are scattered around the area, as well as a Longshot rifle and other weapons should you desire them. The Fabricator will not necessarily regain all of the power that you spend between waves, so consider leaving the 2,000 remaining power for use in a subsequent wave (there are three total). Plant a Frag Grenade on each of the side approaches, but remember that only two Frag Grenades can be planted at any one time by a single player. Planting a third Frag Grenade will cause the first one planted to detonate.

CO-OP TACTICS

Defending the Town Hall has never been easier than with a second human player. Place the MG Sentries near the lower stairs, right at the edge of the farmland, and take cover near them, one player on each side. Call out where the DeeBees are coming from, request help when needed, but otherwise focus on keeping your side of the Town Hall clear. With two players each serving to defend their respective MG Sentry, you should be able to keep both sentries alive to later waves and ultimately have as many as three or four sentries protecting the Town Hall at once. Position additional sentries farther back, creating multiple layers of defense.

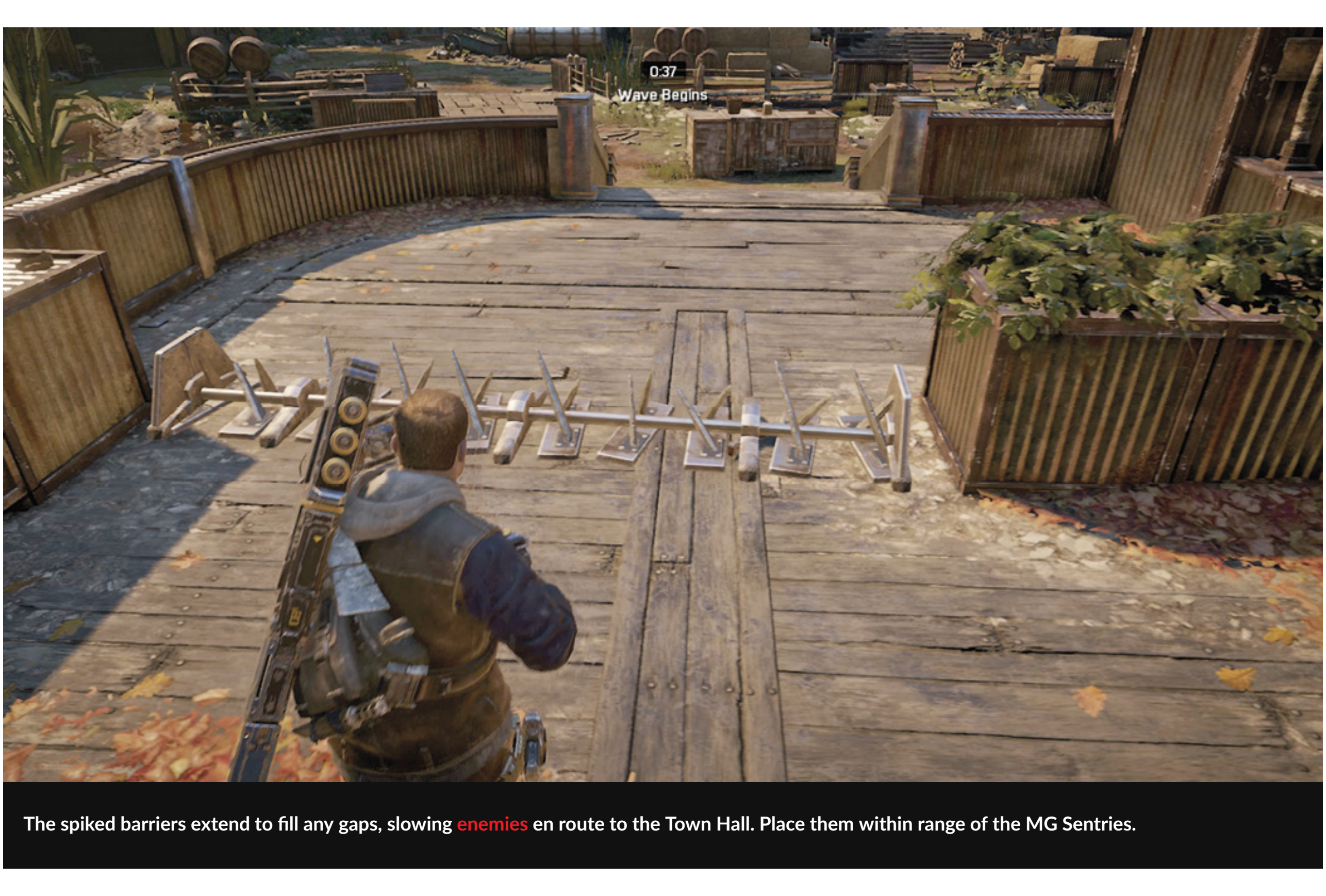
Begin the wave and take cover alongside the bulletin board in front of the statue. Do your best to thin the number of DeeBees making their way to either side so the MG Sentry isn't overwhelmed. The first wave consists primarily of slow-moving Shepherds, which can be easily handled, along with a couple of Trackers. Move back and forth between the two sides of the Town Hall to lend additional firepower wherever it is needed. The MG Sentries will do a fine job of mowing down the Shepherds, but they begin to take damage if left undefended.



Eliminate as many Shepherds as you can before they get close enough to target your MG Sentries.

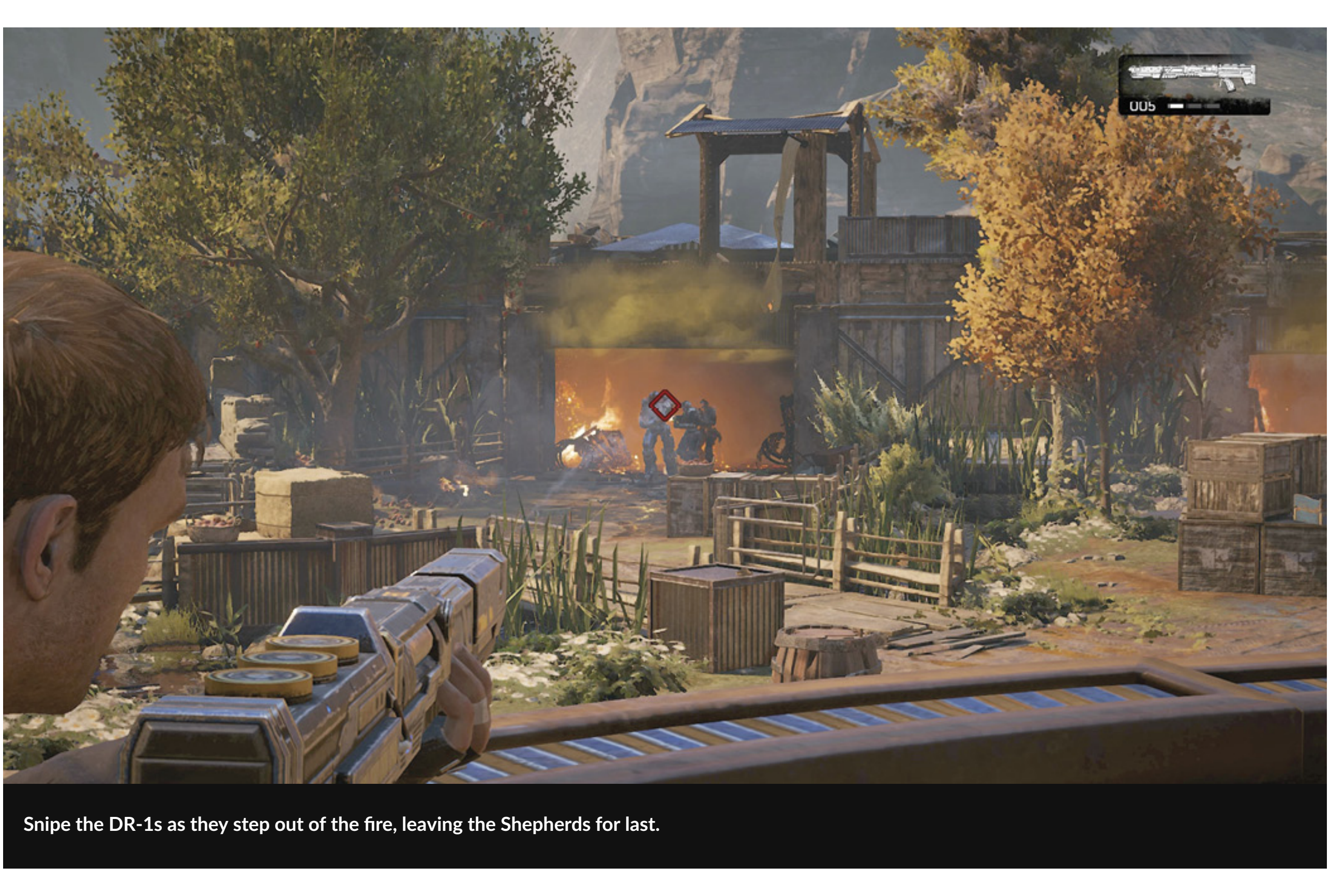
OBJECTIVE : DEFEND THE VILLAGE

Reyna announces when it's time to build more fortifications. You may have as much as 13,500 power available. Replace any destroyed MG Sentries and consider placing Barriers between the planters just behind the lower stairs on each side. This will slow enemies down within range of the MG Sentries. Gather up the abundant Enforcer ammo and any EMBAR Sniper Rifles you spot. Leave enough power remaining to purchase another MG Sentry or Shock Sentry but don't purchase it just yet. The reason will be clear soon enough.



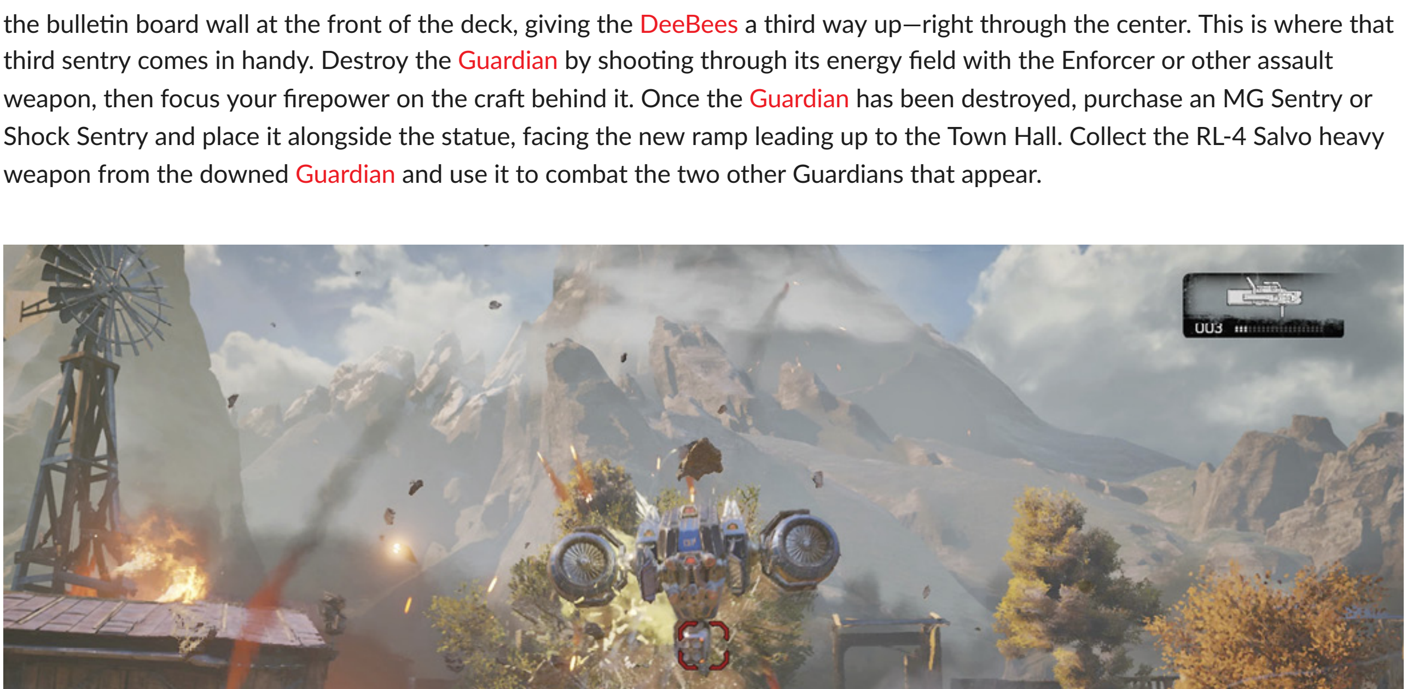
The spiked barriers extend to fill any gaps, slowing enemies en route to the Town Hall. Place them within range of the MG Sentries.

The second wave begins with the destruction of the main gate. Open fire with the EMBAR or Longshot as soon as you see the first DR-1 step out of the flames. Leave the Shepherds for the MG Sentries and the rest of your squad to worry about while you focus on the DR-1s. The barriers you set up will slow the Trackers and make them easier for the MG Sentries to destroy.



Snipe the DR-1s as they step out of the fire, leaving the Shepherds for last.

A flying DeeBee known as a Guardian appears halfway through the second wave and unleashes a salvo of rockets that destroys the bulletin board wall at the front of the deck, giving the DeeBees a third way up—right through the center. This is where that third sentry comes in handy. Destroy the Guardian by shooting through its energy field with the Enforcer or other assault weapon, then focus your firepower on the craft behind it. Once the Guardian has been destroyed, purchase an MG Sentry or Shock Sentry and place it alongside the statue, facing the new ramp leading up to the Town Hall. Collect the RL-4 Salvo heavy weapon from the downed Guardian and use it to combat the two other Guardians that appear.

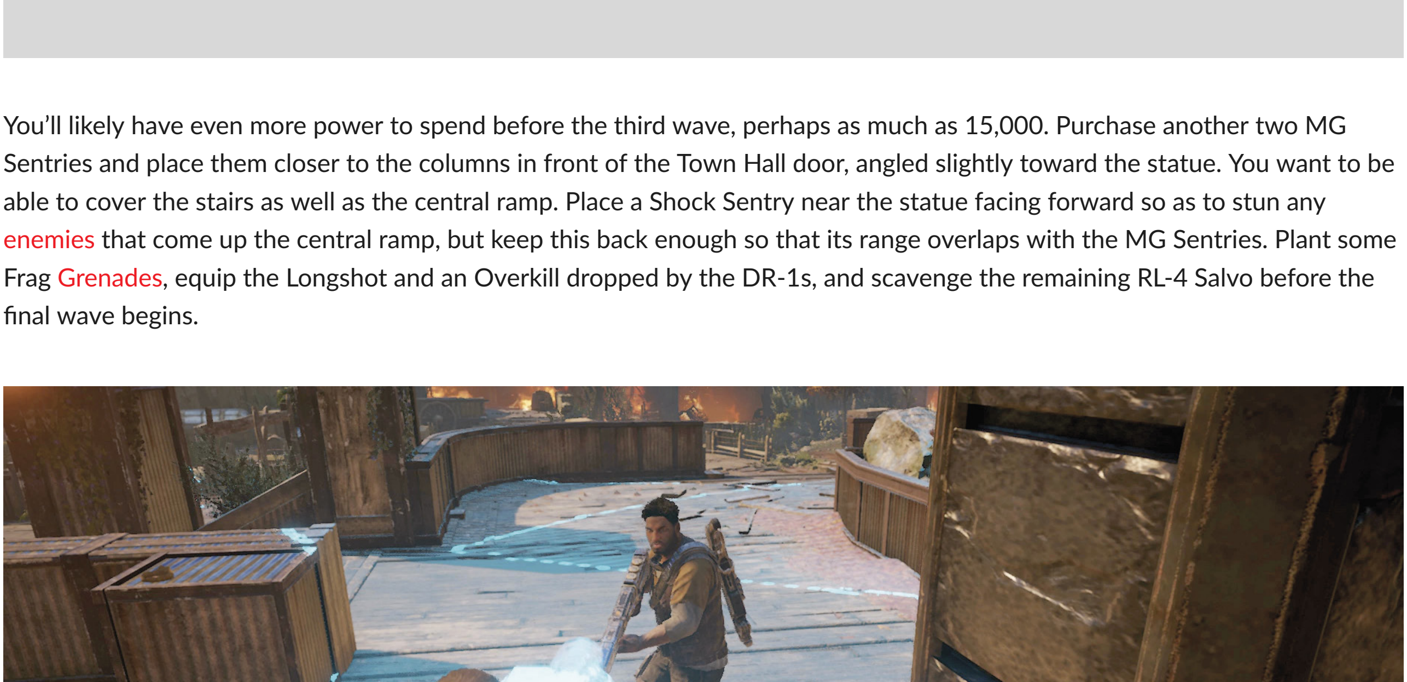


Rip the RL-4 Salvo rocket launcher from the initial Guardian and use it to destroy the two that follow.

SUICIDE SEQUENCES CAN BE COSTLY

Keep an eye out for any DR-1s initiating their self-destruct sequence, as they may charge forth and detonate themselves next to your sentries. Depending on how much damage a sentry has already taken, this may cost you a fortification.

You'll likely have even more power to spend before the third wave, perhaps as much as 15,000. Purchase another two MG Sentries and place them closer to the columns in front of the Town Hall door, angled slightly toward the statue. You want to be able to cover the stairs as well as the central ramp. Place a Shock Sentry near the statue facing forward so as to stun any enemies that come up the central ramp, but keep this back enough so that its range overlaps with the MG Sentries. Plant some Frag Grenades, equip the Longshot and an Overkill dropped by the DR-1s, and scavenge the remaining RL-4 Salvo before the final wave begins.



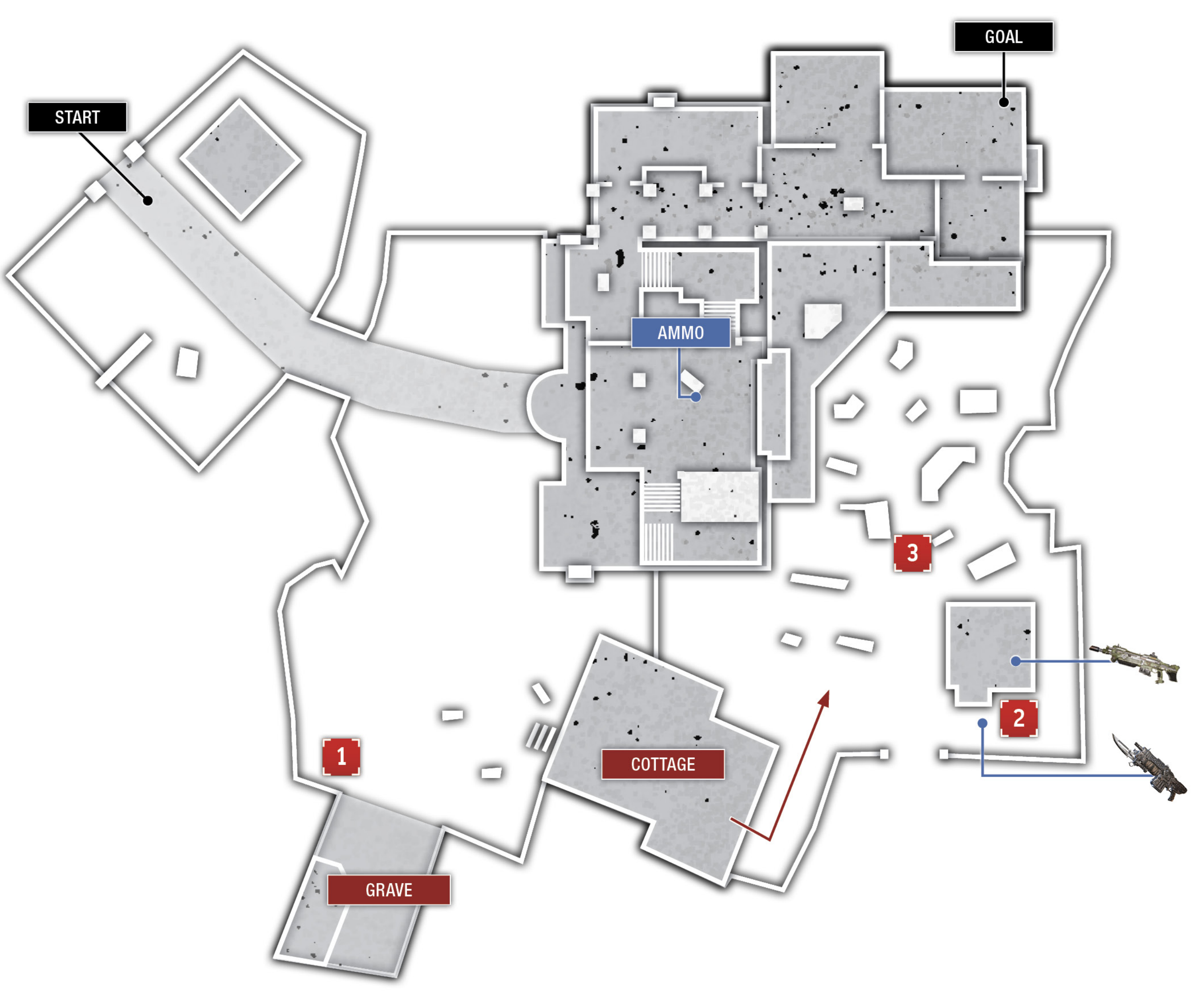
Place your fortifications so that their range of fire overlaps slightly and covers the entire approach to the door.

Use the Longshot to snipe any Shepherds or DR-1s you spot emerging from the burning gates across the village yard. Listen for the sound of Trackers and stop sniping to deal with them. Though small, Trackers can inflict heavy damage on your sentries if given the chance to do so. Scan the debris for any Tri-Shot that happens to be dropped by a DR-1 and use it to mow down the Guardian that appears at the end of the attack.

The enemy threat ends with the DeeBee, but the hostilities continue as Reyna surveys the damage done to her village. Unfortunately for JD and the others, this is only the beginning of a very long night they have ahead of them.

Act 2

Chapter 1: The Prodigal Son



COLLECTIBLES

1. Anya's Favorite Flower
2. JD's Sixth-Birthday Present From His Uncle Cole
3. COG Military Acceptance Letter

SITUATION OVERVIEW

Reyna's been captured, the village tormented, and too many of Kait's friends have been killed. JD, Kait, and Del may only be alive thanks to Reyna's maternal instincts. But if the trio is to ever find Reyna, they're going to need some answers. And whether JD wants to admit it or not, there's only one person they can turn to now. It's time to go home...

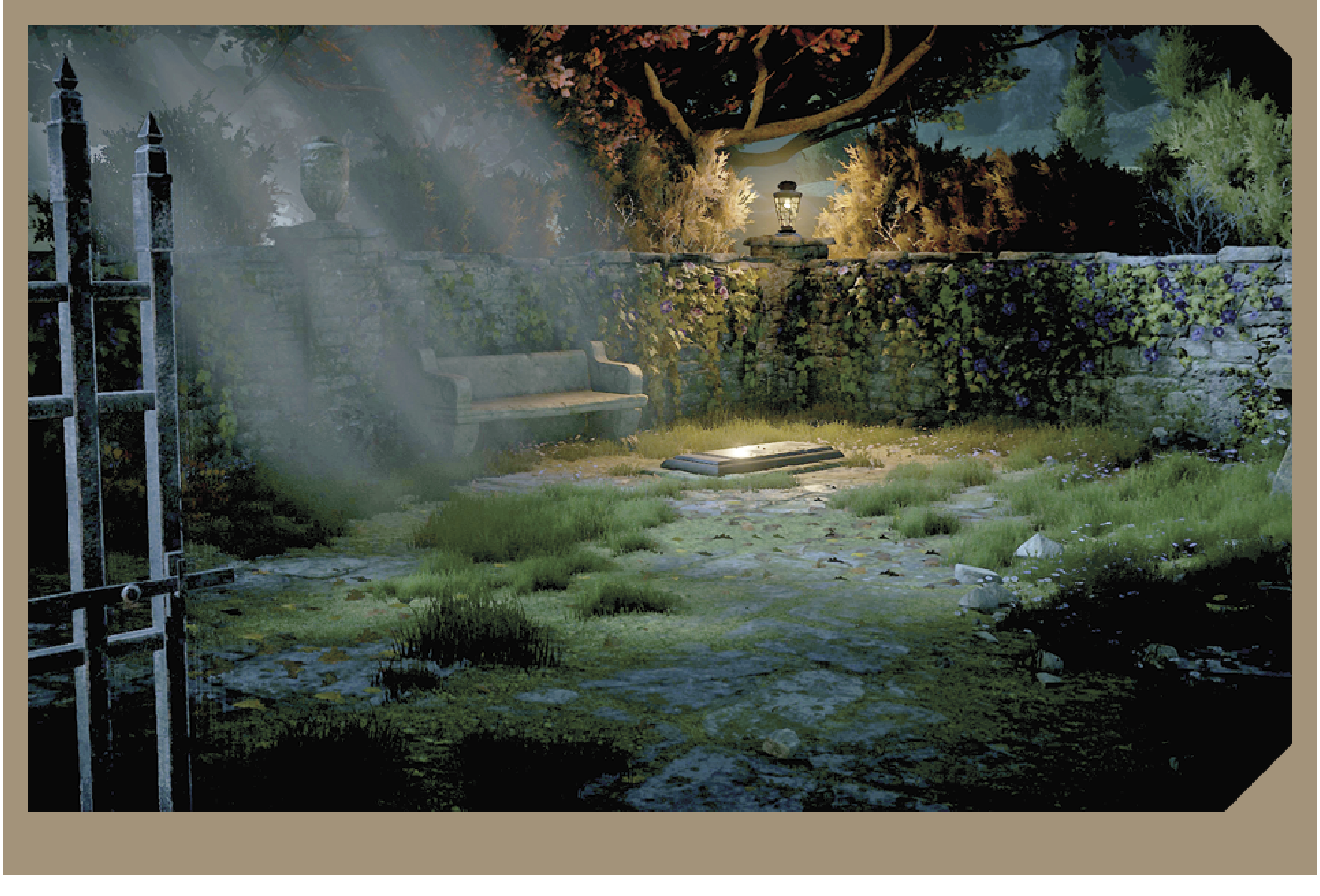
STROUD ESTATE

OBJECTIVE: INVESTIGATE THE ESTATE

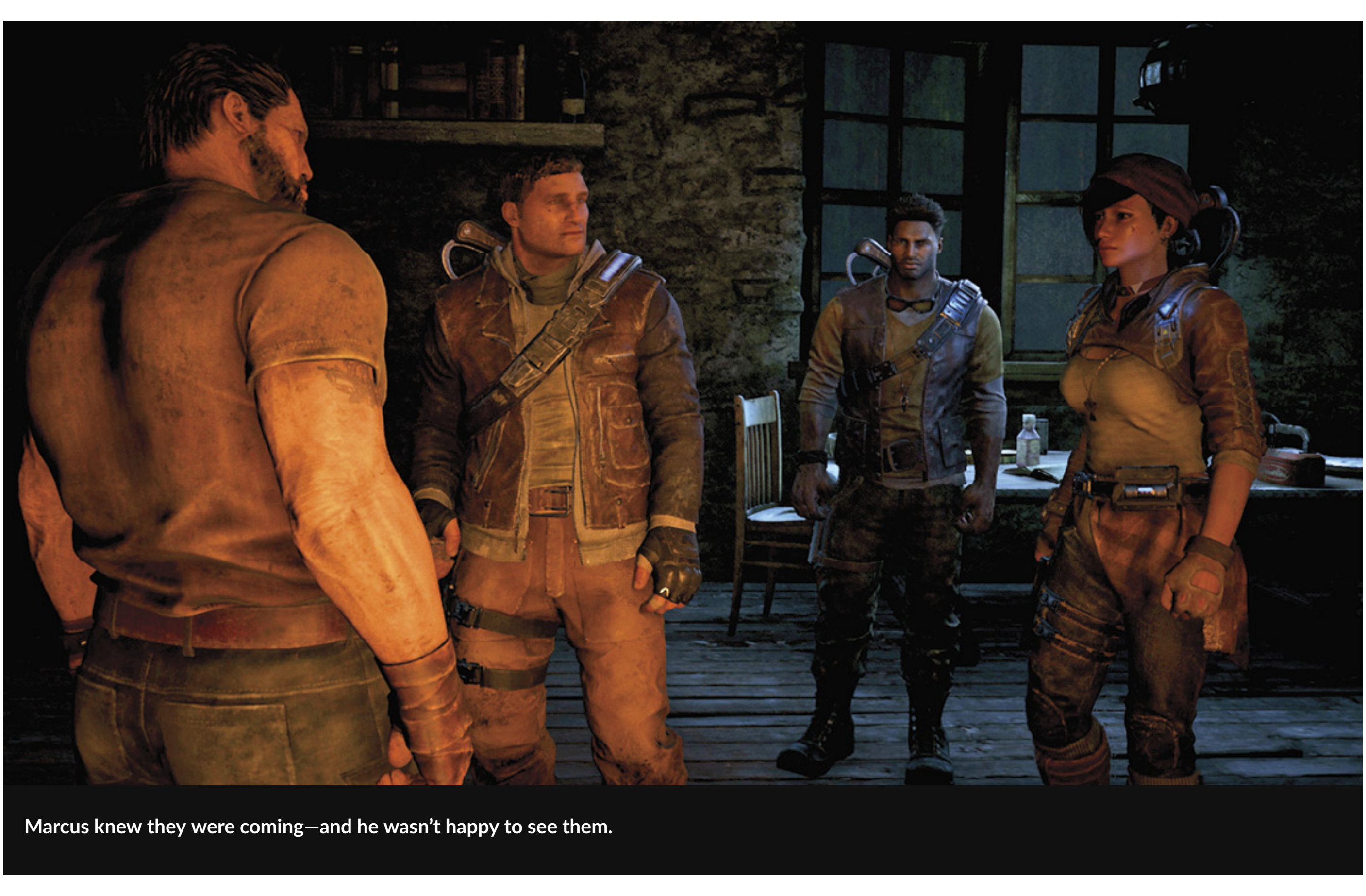
JD leads his friends to his childhood home, a sprawling estate seemingly left in disrepair. The mansion is locked up tight; the one person still around seldom leaves the cottage on the right. The lights are on—and so is the security camera above the door—but don't go there just yet. First pay your respects in the cemetery, especially if you'd like to find a collectible.

[1] ANYA'S FAVORITE FLOWER

Enter the gated cemetery to the right of the cottage so JD can pay his respects at his mother's grave. On the way out of the cemetery a flower will be available in the pot next to the gate. This collectible can only be obtained if you first enter the graveyard.



JD's father, the legendary COG Sergeant Marcus Fenix, is none too pleased to see JD and Del. It's only when JD shows him the artifact that Marcus begins to understand his son's problems run deeper than having gone AWOL. Unfortunately, Jinn's troops leave little time for a family reunion and the crew is soon on the run once again. The trio may be without Oscar, but they gained Marcus—not a bad trade!

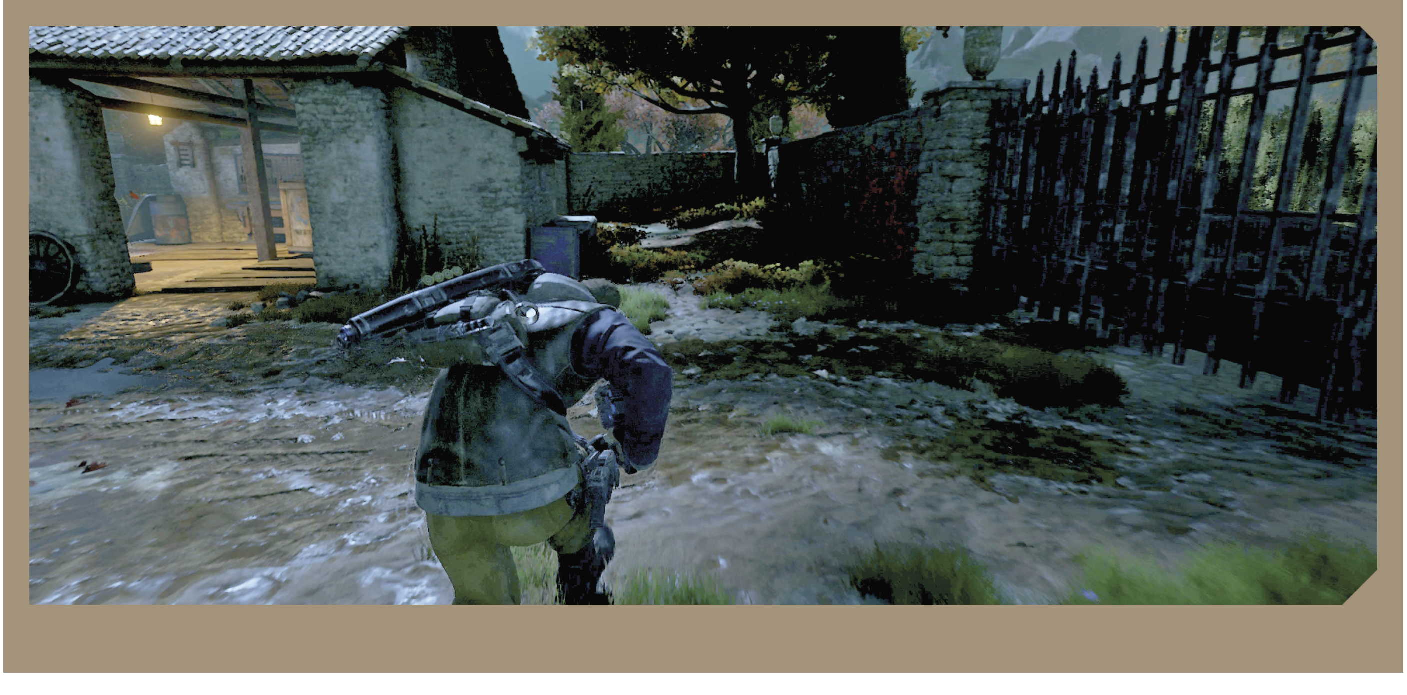


Marcus knew they were coming—and he wasn't happy to see them.

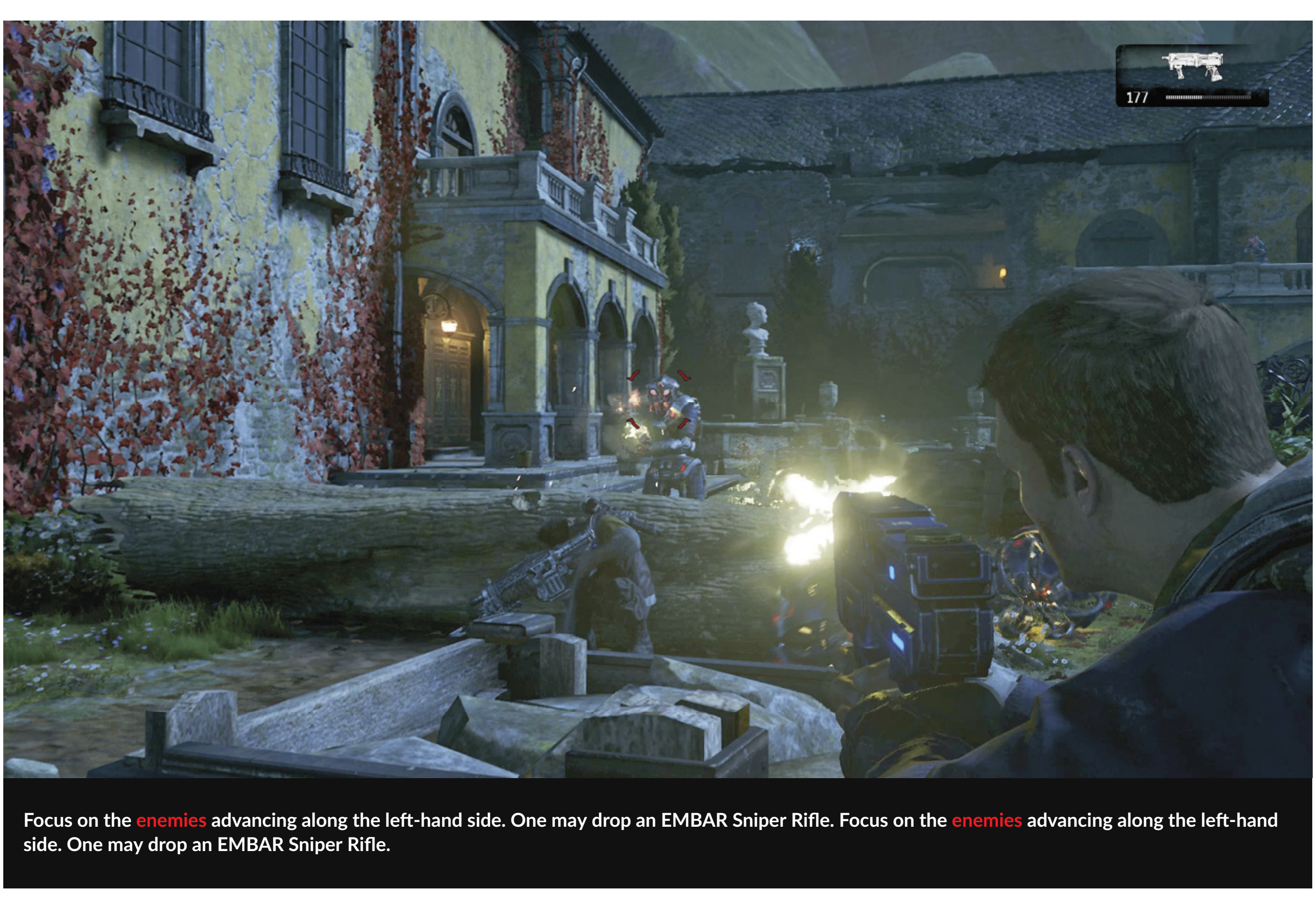
OBJECTIVE: GET INSIDE THE MANOR

[2] JD'S SIXTH-BIRTHDAY PRESENT FROM HIS UNCLE COLE

Don't follow Marcus and the others toward the manor just yet. Turn to the right immediately after leaping out the window and follow the fence behind the white-brick garage to find this collectible. You'll find this collectible Thrashball gift in the weeds behind it.



Take cover near the tires and rocks in the center of the yard and use the Shock Enforcer to repel the Shepherds that attack. Sweep the yard clear of DeeBees while keeping your head down to avoid being sniped by the DeeBee in the balcony. Use the pickup truck on the right for advance cover and spot the Sniper on the balcony so Marcus knows to target him with the Lancer. Kait assists with her rifle as well.

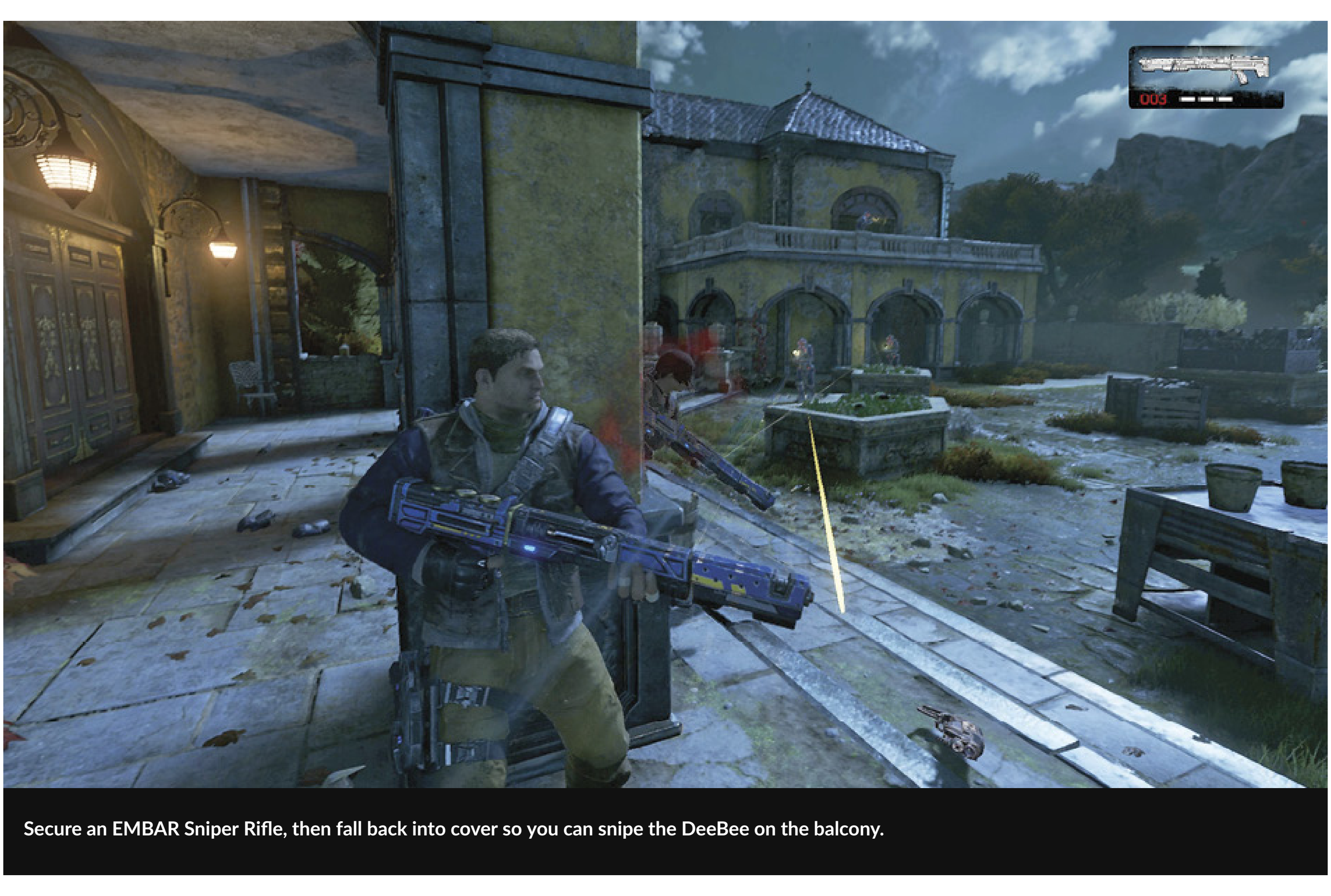


Focus on the enemies advancing along the left-hand side. One may drop an EMBAR Sniper Rifle. Focus on the enemies advancing along the left-hand side. One may drop an EMBAR Sniper Rifle.

GIVE DAD THE ORDER!

Be sure to "spot" enemies that you want your allies to target. Marcus is particularly adept at obeying your commands and, if nothing else, providing suppression fire. Aim at an enemy and press the Left Thumbstick to mark the target, telling your squad to prioritize the marked foe.

If you have trouble downing the Deadeye from your low position, dash from cover to cover until you get close enough to lob a Frag Grenade at the Deadeye. With the Deadeye down, cover-slip to the left and use the columns along the walkway for cover. Advance from post to post until in position to use the Gnasher on the Shepherds. Equip the EMBAR Sniper Rifle, fall back, and take out any remaining Deadeyes on the balcony or near the fountain in the back-left corner of the yard.



Secure an EMBAR Sniper Rifle, then fall back into cover so you can snipe the DeeBee on the balcony.

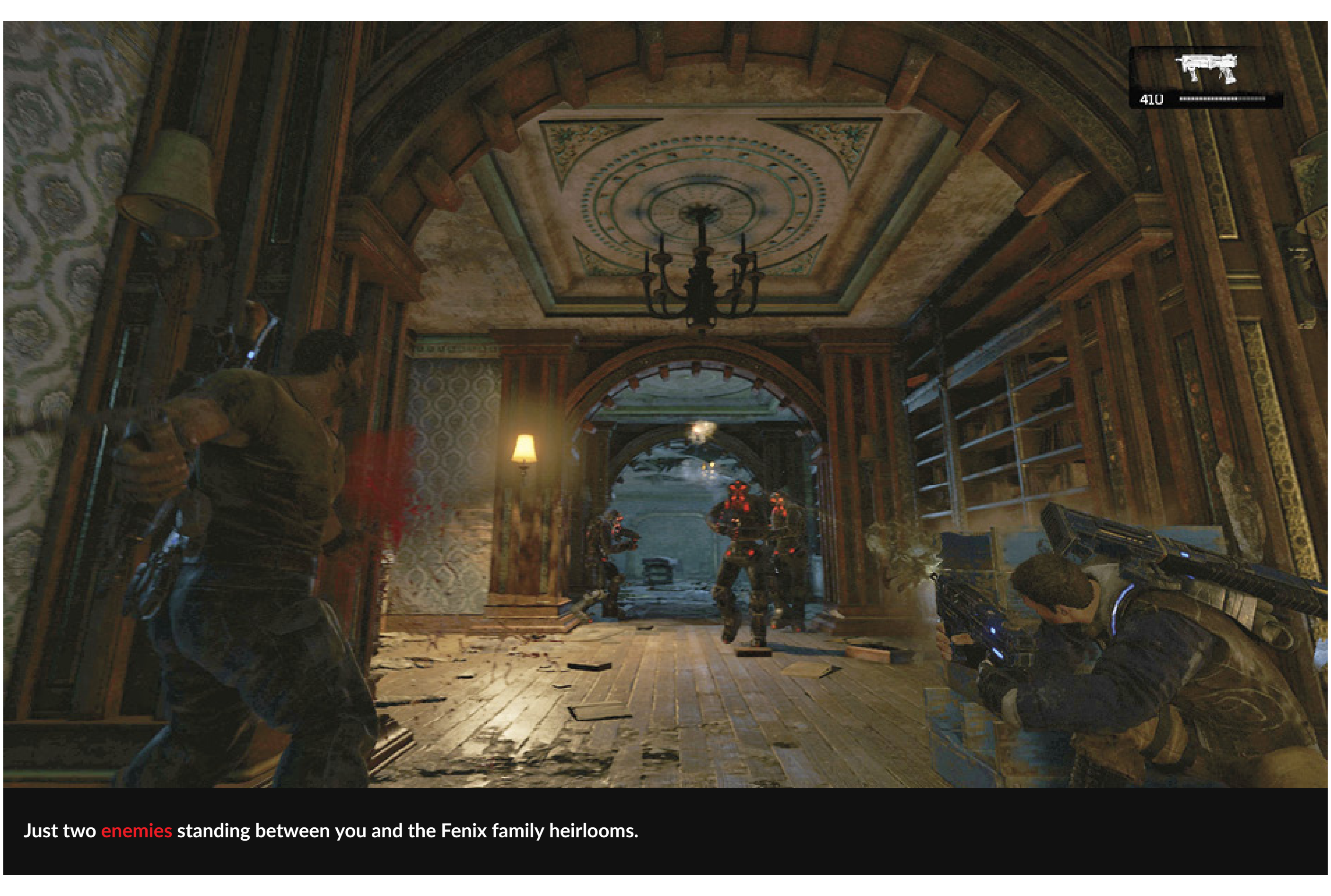
OBJECTIVE: GET UPSTAIRS

Follow Marcus inside the manor and quickly lob a Frag Grenade up the stairs on the right. The DeeBees are already in the mansion, but there aren't many of them. If you have ammo for the EMBAR remaining, fall back behind cover and snipe the DeeBees as they descend the stairs. If not, equip the Gnasher or Shock Enforcer and fight your way up the stairs alongside Marcus.

[3] COG MILITARY ACADEMY ACCEPTANCE LETTER

You'll find this letter on a dresser in the lower-level room inside the manor. It's near a mirror and two bookshelves. Be sure to locate it before joining Marcus in the armory.

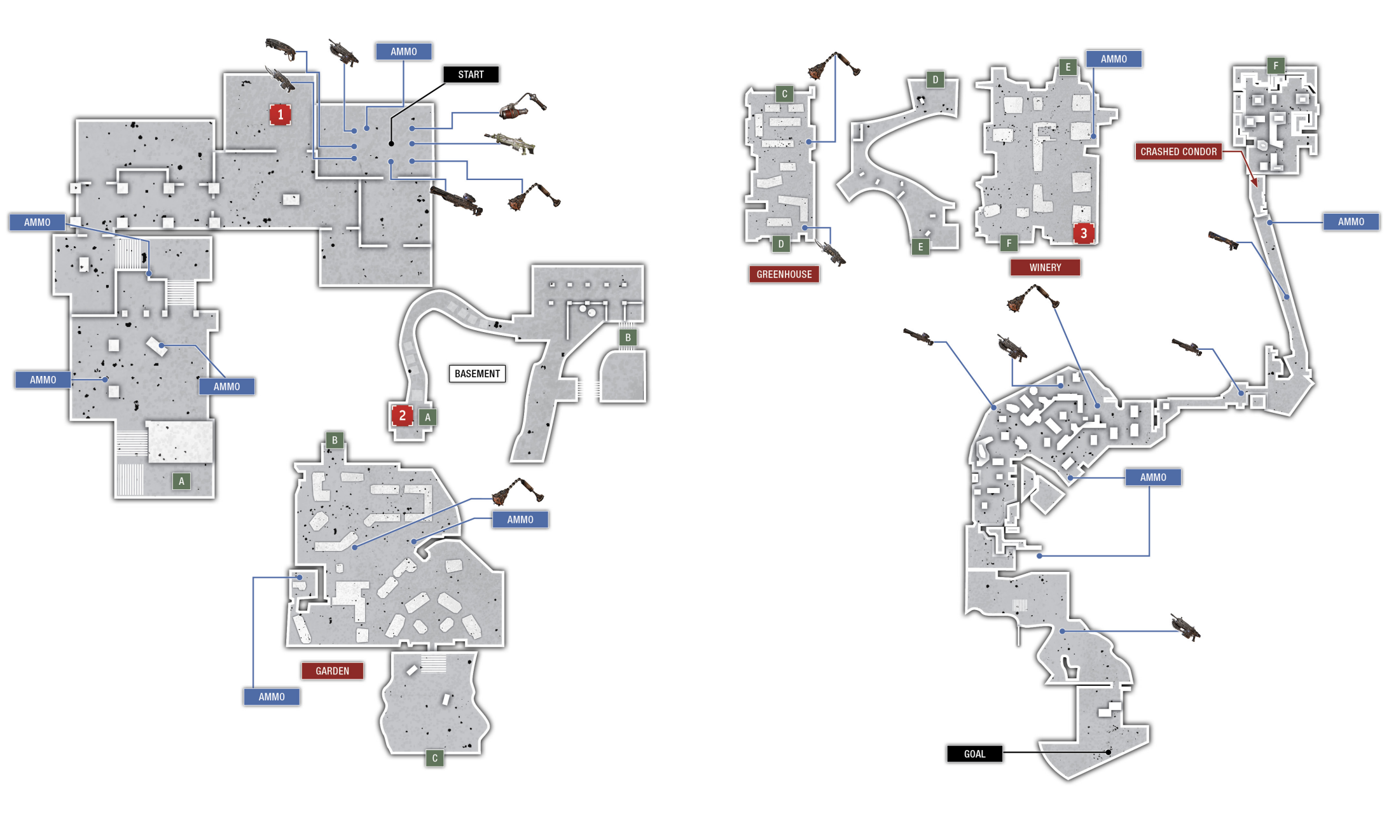
There are several remaining DeeBees in the upper hallway. Take cover behind the supplies crates and blind-fire over them with the Shock Enforcer or flank the enemies via the rooms on the left. Finish them off with the Gnasher or a Frag Grenade.



Just two enemies standing between you and the Fenix family heirlooms.

Act 2

Chapter 2: Geared Up



COLLECTIBLES

1 Photo Of JD & Anya

2 House Plans

3 Old Bottle Of Wine

SITUATION OVERVIEW

The family reunion went about as well as JD expected, which is to say awful. But it wasn't all bad. Despite the shouting match with his father and the COG shooting up the cottage, Marcus seemed to know what the crystals were and already understand their significance. Not only that but he gave his son a Custom Lancer with a wooden stock and Kait was helped into JD's mother's armor. R.I.P. Anya.

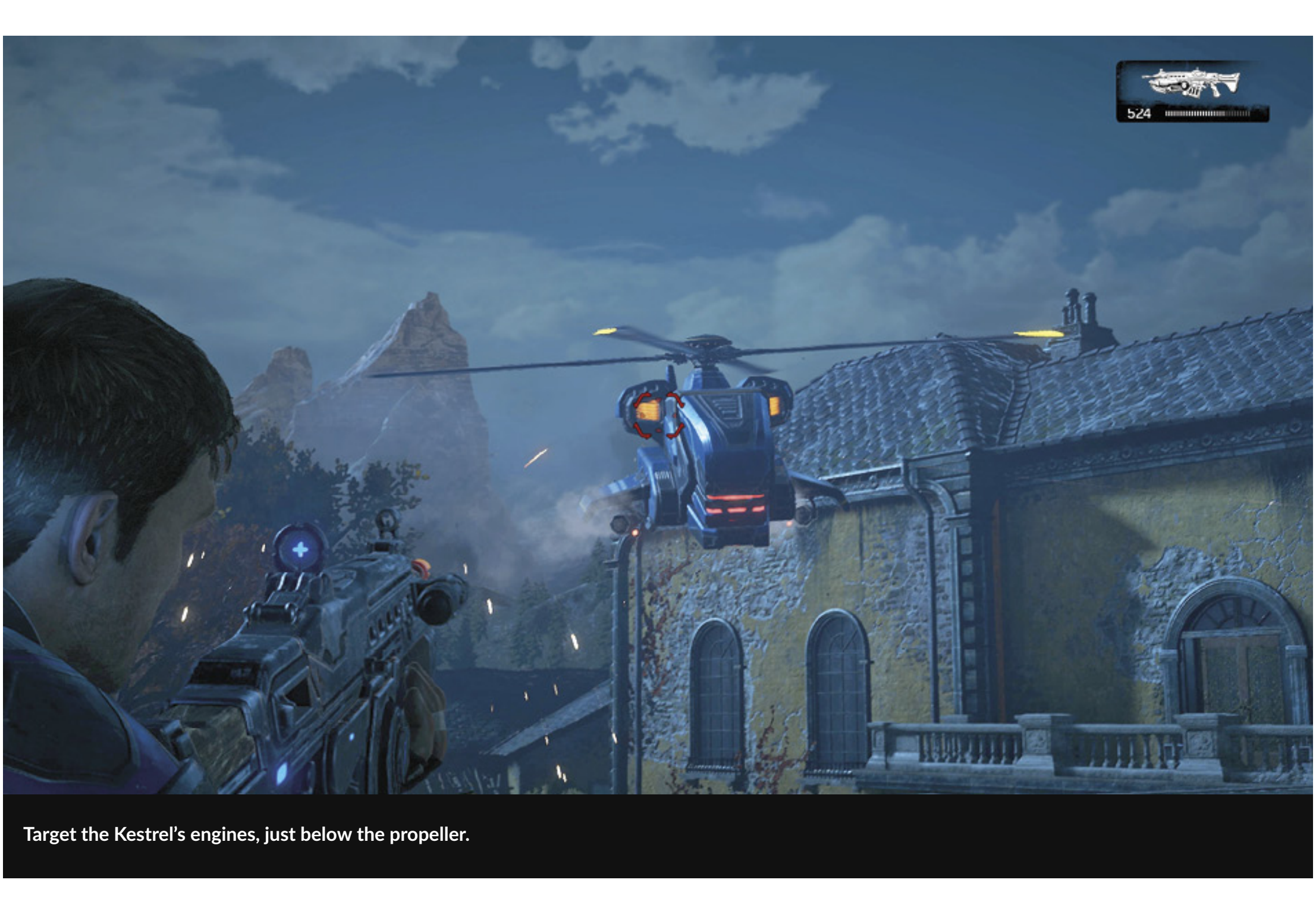
STROUD MANOR

OBJECTIVE: DEFEAT THE KESTREL

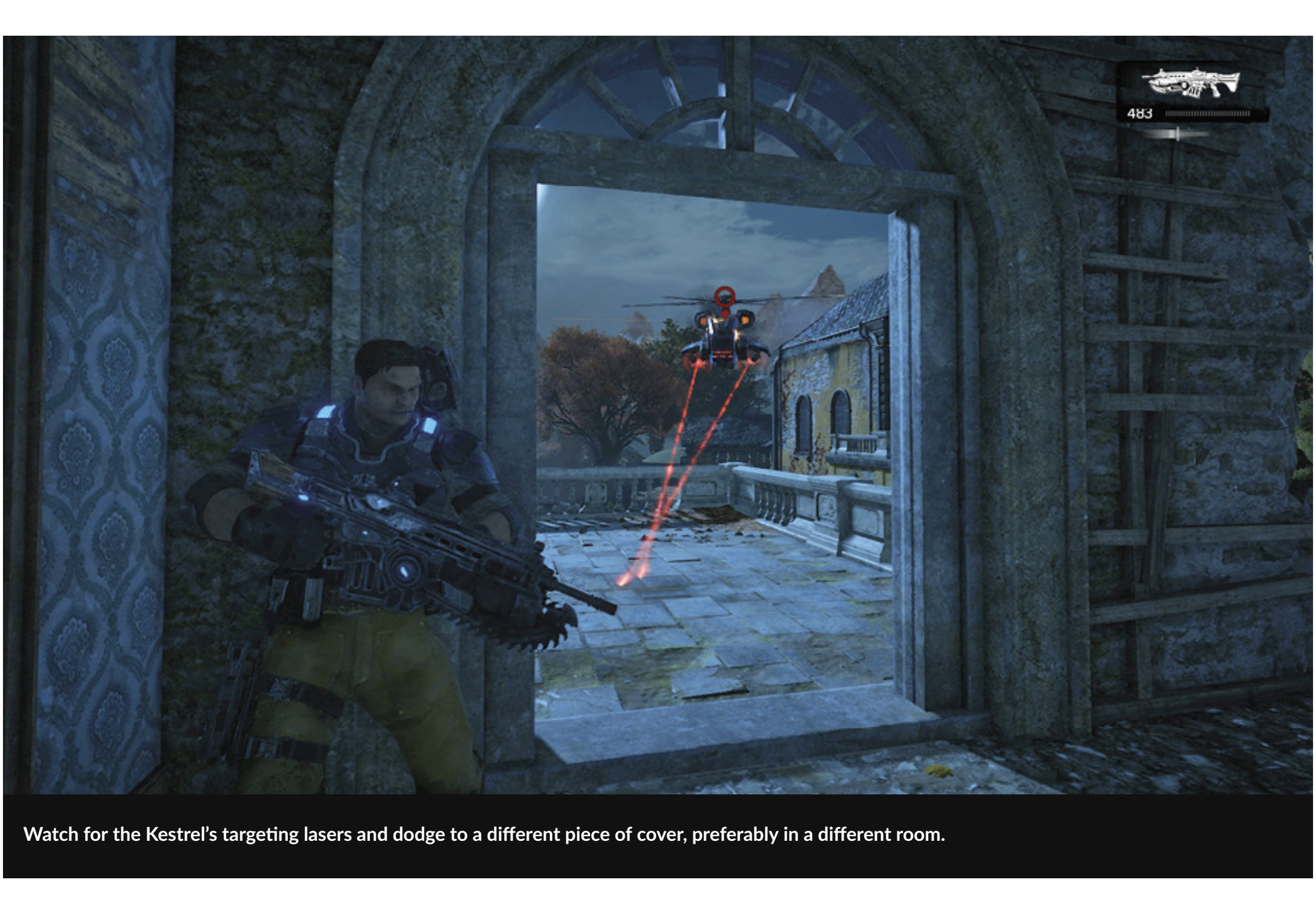
With the COG armor equipped, take a moment to load up on weapons, grenades, and ammo. Choose between Frag Grenades and Incendiary Grenades, then swap out the Gnasher for the Longshot if you are a good shot. Use the pile of ammo crates in the corner to top off your supply of ammo.

Open the door and slide immediately into cover behind the desk as DeeBees blow through the wall from the balcony outside. Lob a Frag Grenade over the desk, then put the Custom Lancer to use and gun them down with blind-fire.

A helicopter gunship known as a Kestrel destroys Marcus's truck, then opens fire on your position inside the house. Take cover beside the ruined wall and target the Kestrel's glowing engine with the Custom Lancer. Continue firing until its targeting lasers home in on your position, then dodge to a different location.

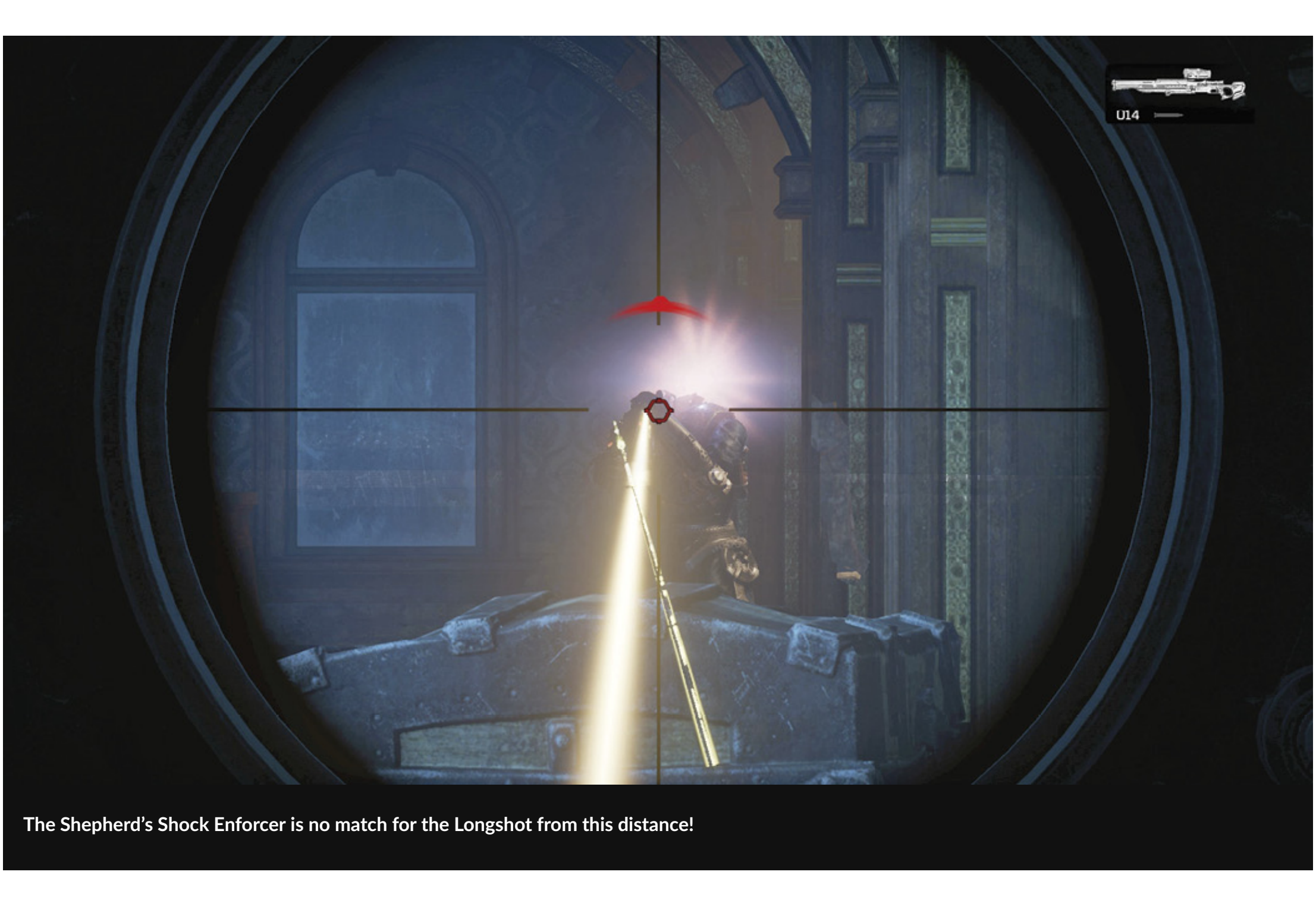


Target the Kestrel's engines, just below the propeller.



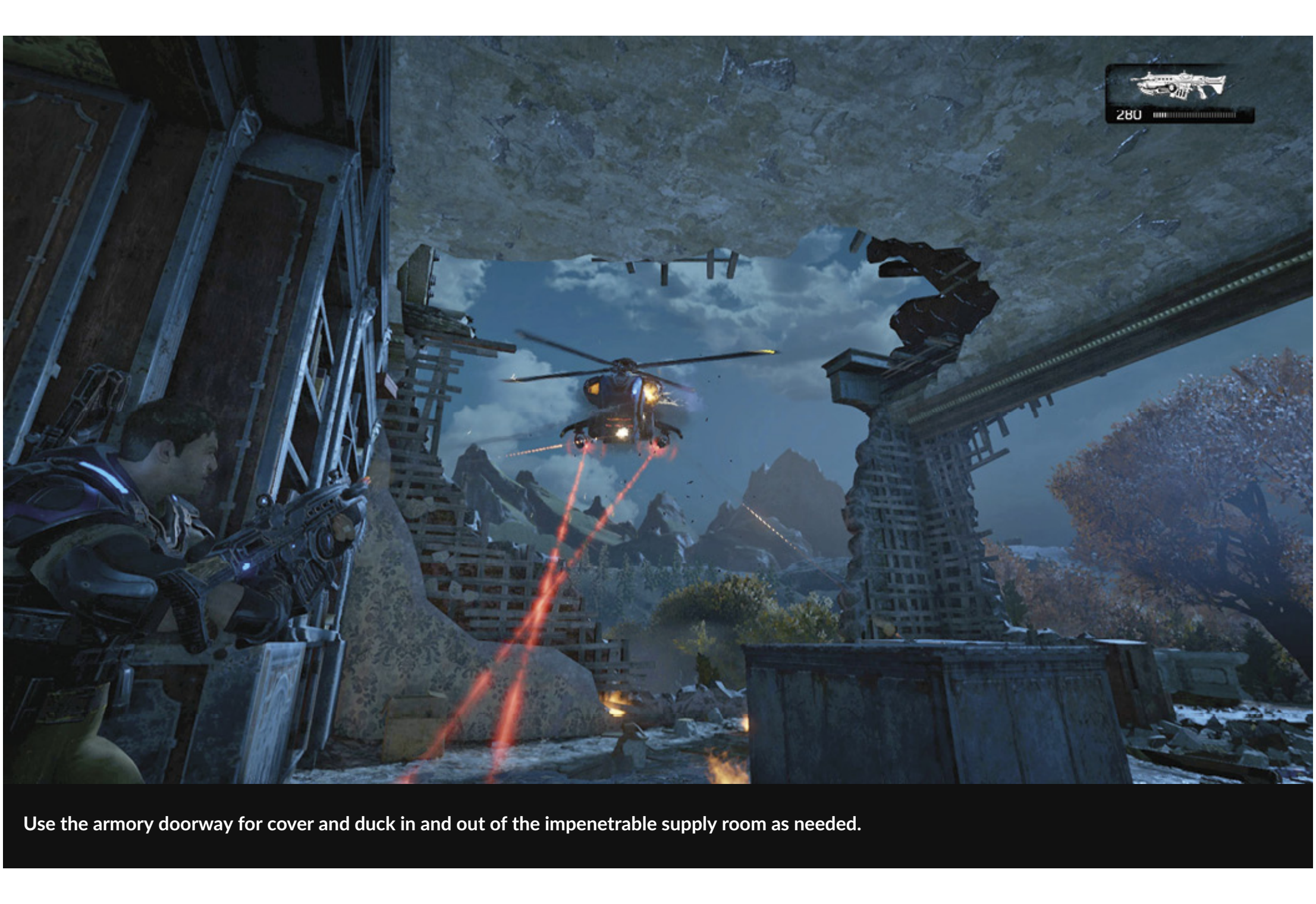
Watch for the Kestrel's targeting lasers and dodge to a different piece of cover, preferably in a different room.

The Kestrel flies away once it has taken critical damage, but it's no time to relax. A Condor drops multiple drop-pods onto the balcony and the far end of the hallway. Stay in cover outside the armory and use the Longshot to snipe the Deebees at the far end of the hallway. Duck into the armory or one of the other rooms on the right-hand side of the hallway whenever you need to heal. Marcus announces the Kestrel's return.



The Shepherd's Shock Enforcer is no match for the Longshot from this distance!

The Kestrel quickly blows up the wall outside the armory, nearly bringing the house down. Equip the Custom Lancer and duck in and out of the armory doorway as needed. Fire on the Kestrel's engine, then duck into the armory to heal and replenish your spent ammo. The Kestrel's rockets are less accurate than its laser-sighted guns, but they are far deadlier. Continue firing on the Kestrel's engine until it is critically damaged and the Kestrel repositions itself in front of the manor. If you open fire on the Kestrel's rocket pod while it is open, you can do major damage quickly.



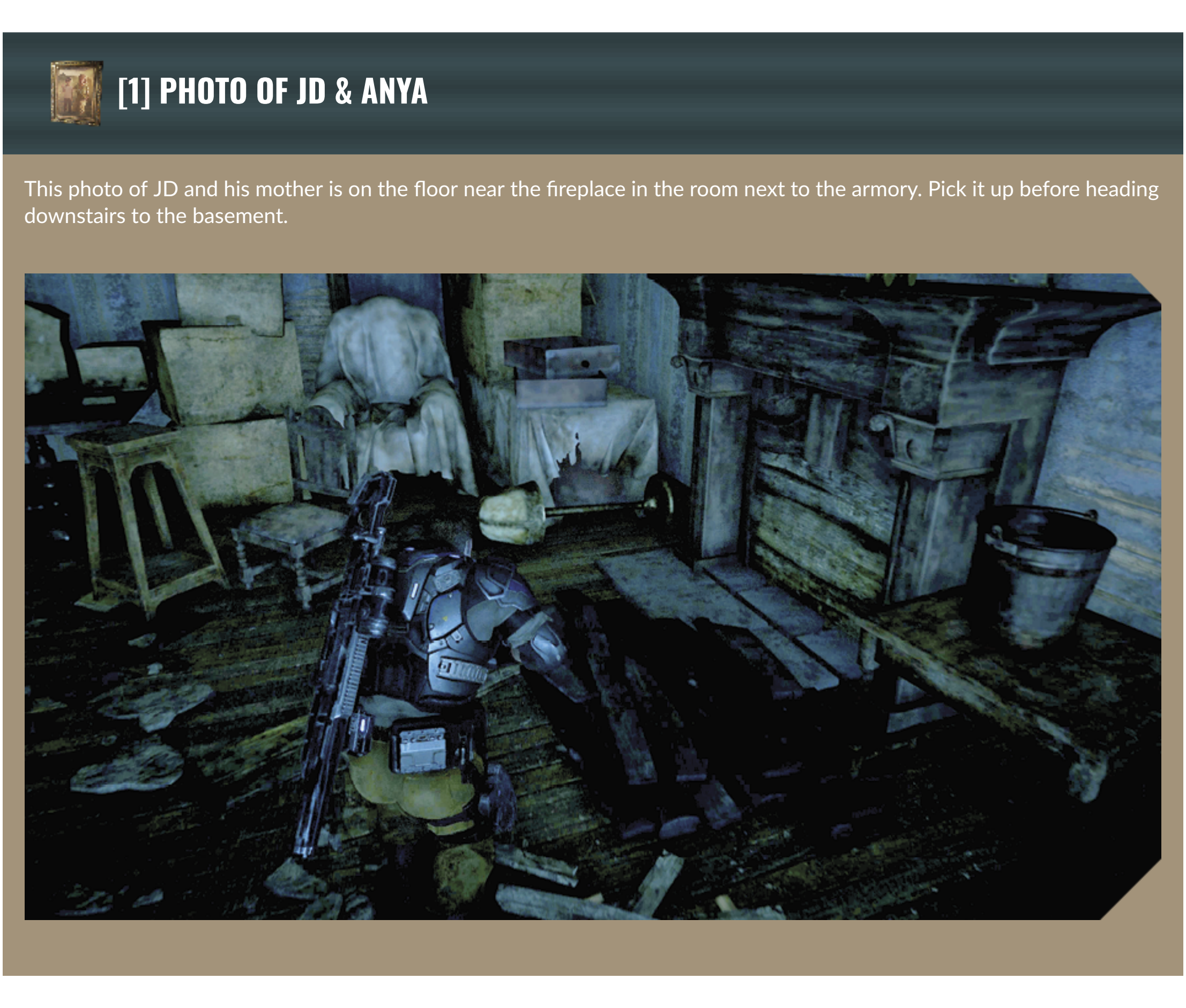
Use the armory doorway for cover and duck in and out of the impenetrable supply room as needed.

Take cover near the remaining window and finish off the Kestrel by shooting its engines (or the rocket pod) until the helicopter is destroyed once and for all. Return to the armory for one final replenishment, then follow Marcus to the other end of the hall.

OBJECTIVE: GET DOWNSTAIRS

[1] PHOTO OF JD & ANYA

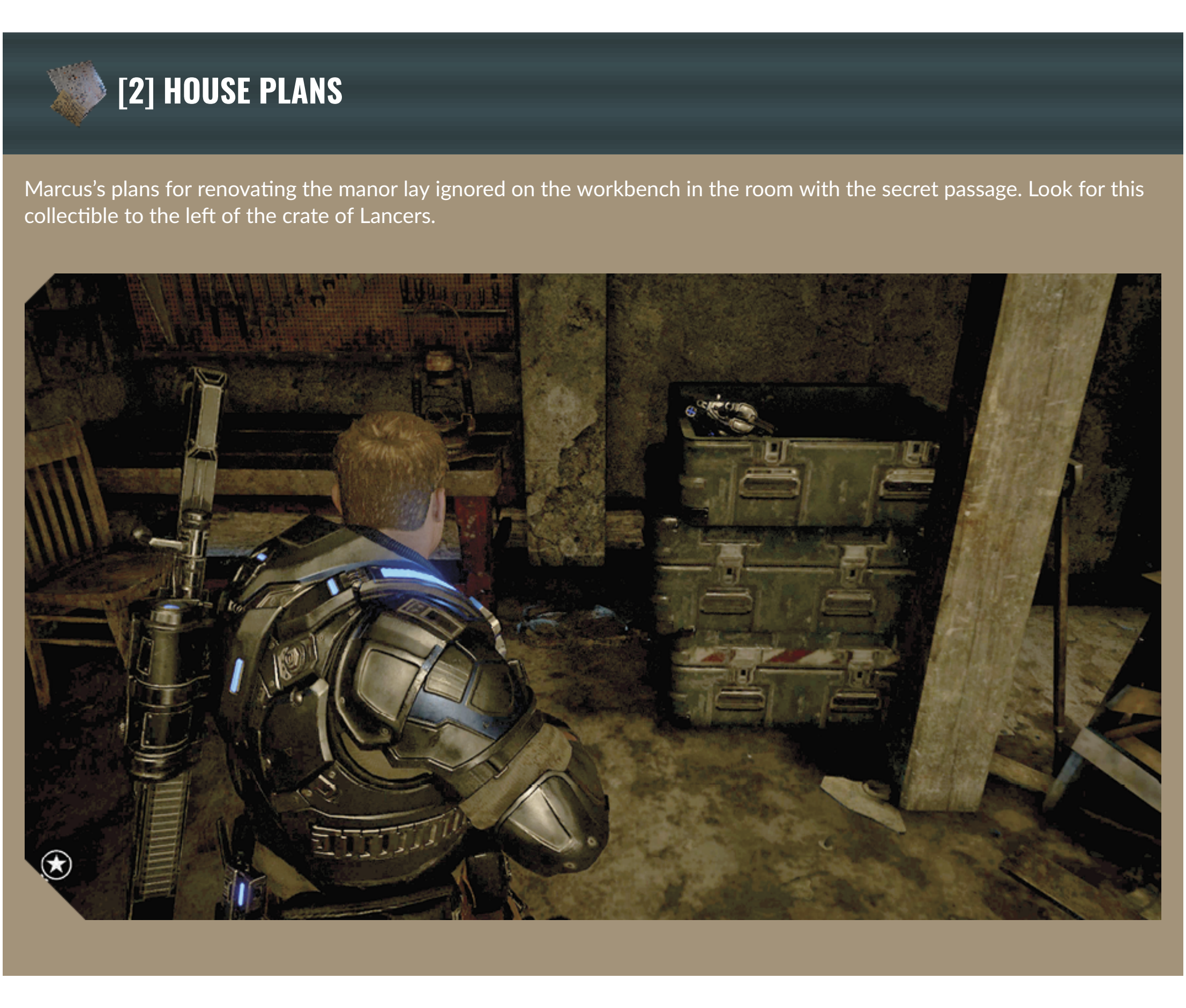
This photo of JD and his mother is on the floor near the fireplace in the room next to the armory. Pick it up before heading downstairs to the basement.



Sprint down the hallway and duck into cover behind the column at the far end in time to intercept the DR-1 that bursts through the door with the Tri-Shot. Lob a pair of Frag Grenades at its feet to destroy it, then grab the Tri-Shot and march down the stairs toward the fire. Fight your way down the stairs and through the burning building before the Kestrel collapses atop you.

[2] HOUSE PLANS

Marcus's plans for renovating the manor lay ignored on the workbench in the room with the secret passage. Look for this collectible to the left of the crate of Lancers.

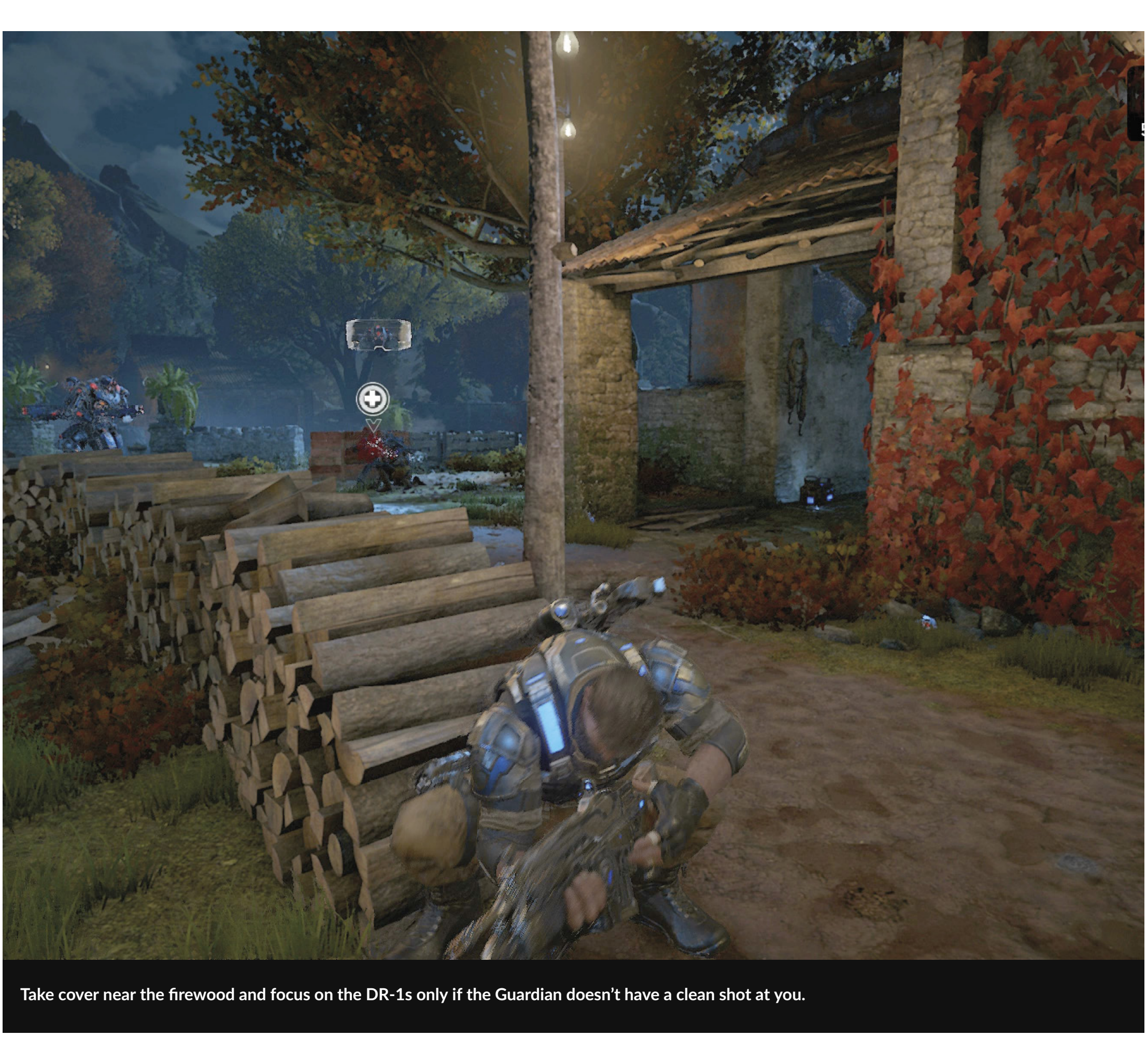


Follow Marcus through the secret passage leading out of the manor's basement, through the wine cellar, and outside to the garden. The conversation you hear between Marcus and JD depends on whether or not you visited the cemetery before visiting Marcus.

OBJECTIVE: HEAD TOWARD THE BARN

The secret passage trick wasn't enough to fool Jinn and her DeeBee army. Another Condor deploys a gaggle of drop-pods as soon as you reach the garden. Duck into cover and use the Shock Enforcer to pick off those closest, then switch to the Longshot and snipe those farther away.

Circle around to the left side of the garden after sniping the initial wave of DeeBees. Two DR-1s, several Trackers, and a Guardian blasts through the wall. Have a Frag Grenade ready for the DR-1s in hopes of taking out a Tracker or two as well. Roadie run back to the barn on the right side of the garden and take cover near the firewood. This position provides a nice flanking opportunity and offers good sightlines so you can see if any Trackers are rolling your way.



Take cover near the firewood and focus on the DR-1s only if the Guardian doesn't have a clean shot at you.

Keep to the perimeter of the garden, take out the Guardian, and retrieve the Tri-Shot from the wreckage. Let your allies finish off the remaining DeeBees while you scour the area for ammo and Frag Grenades. Follow Marcus to the greenhouse up ahead and quickly duck into cover behind the first table. Drop-pods crash through the ceiling—use the Tri-Shot to take them out!

The third Condor to pass deploys several DR-1s. Move into cover along the left side of the greenhouse to find some additional Frag Grenades and toss them at the DR-1s as they enter. Swap out the Longshot for the Overkills dropped by the DR-1s and keep moving.

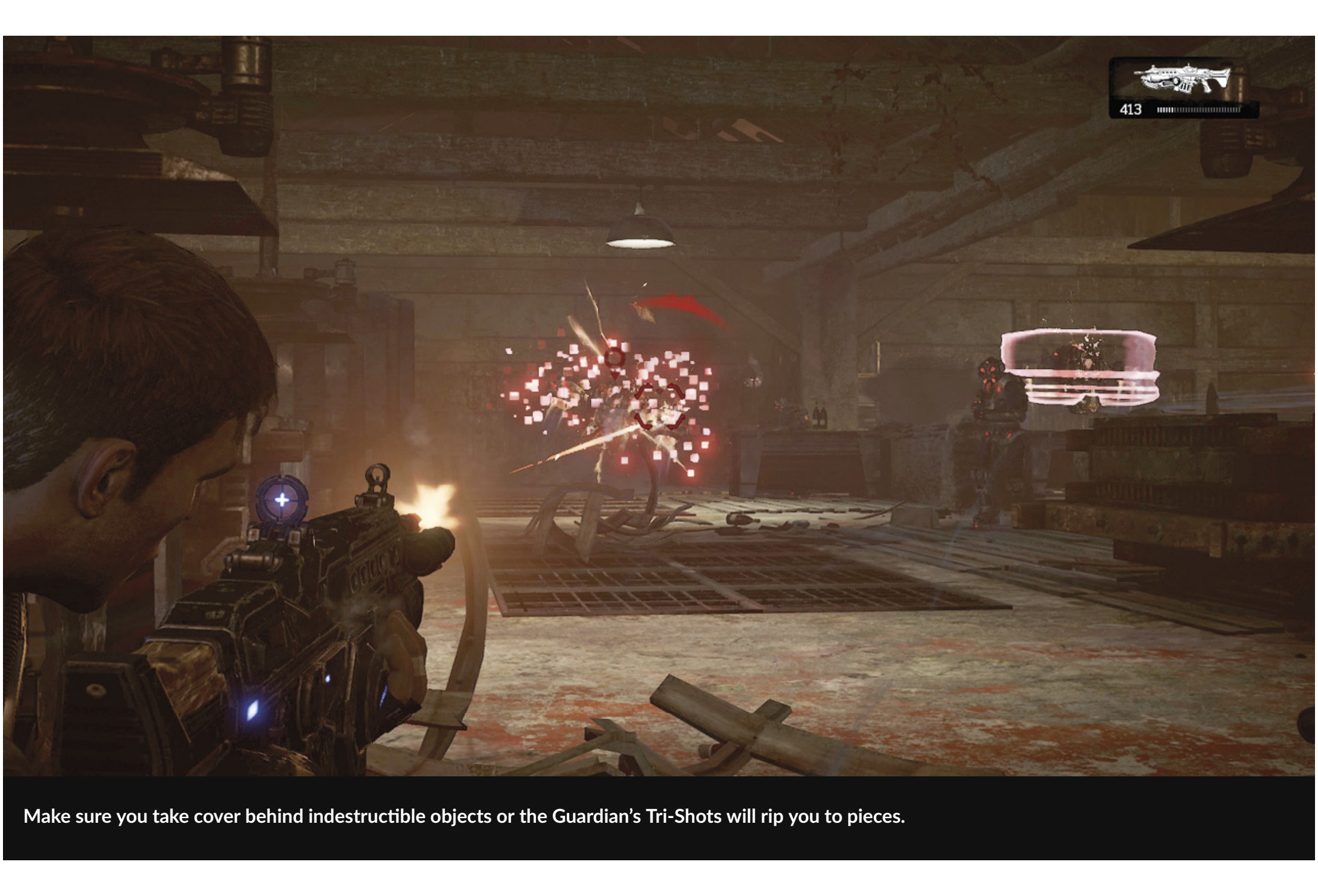
The squad emerges from the greenhouse just as a Windflare begins to approach. Marcus commands the group forward to the barrel shed, believing it will hold up in the storm. Follow the path to the wooden door up ahead and go inside.

FRIENDS PICK ONE ANOTHER UP

Don't stray too far from your squad in case you are downed. Del and the others are quite good at reviving you if you get downed, but you need to be fairly close by. Use Tac-Com to find their location and crawl in their direction if downed. You'll need to be revived quickly or you'll bleed out.

The barrel shed isn't as safe as Marcus had hoped. Multiple Guardians and other DeeBees have infiltrated the area. The Guardians are equipped with Tri-Shots capable of ripping the blue wooden pallets and tables to pieces. Stay behind the heavy-duty, metal-sided workbenches for cover and focus on any Shepherds charging your position before targeting the Guardians. Spot the Guardian once you destroy its shield to focus your squad's firepower on it.

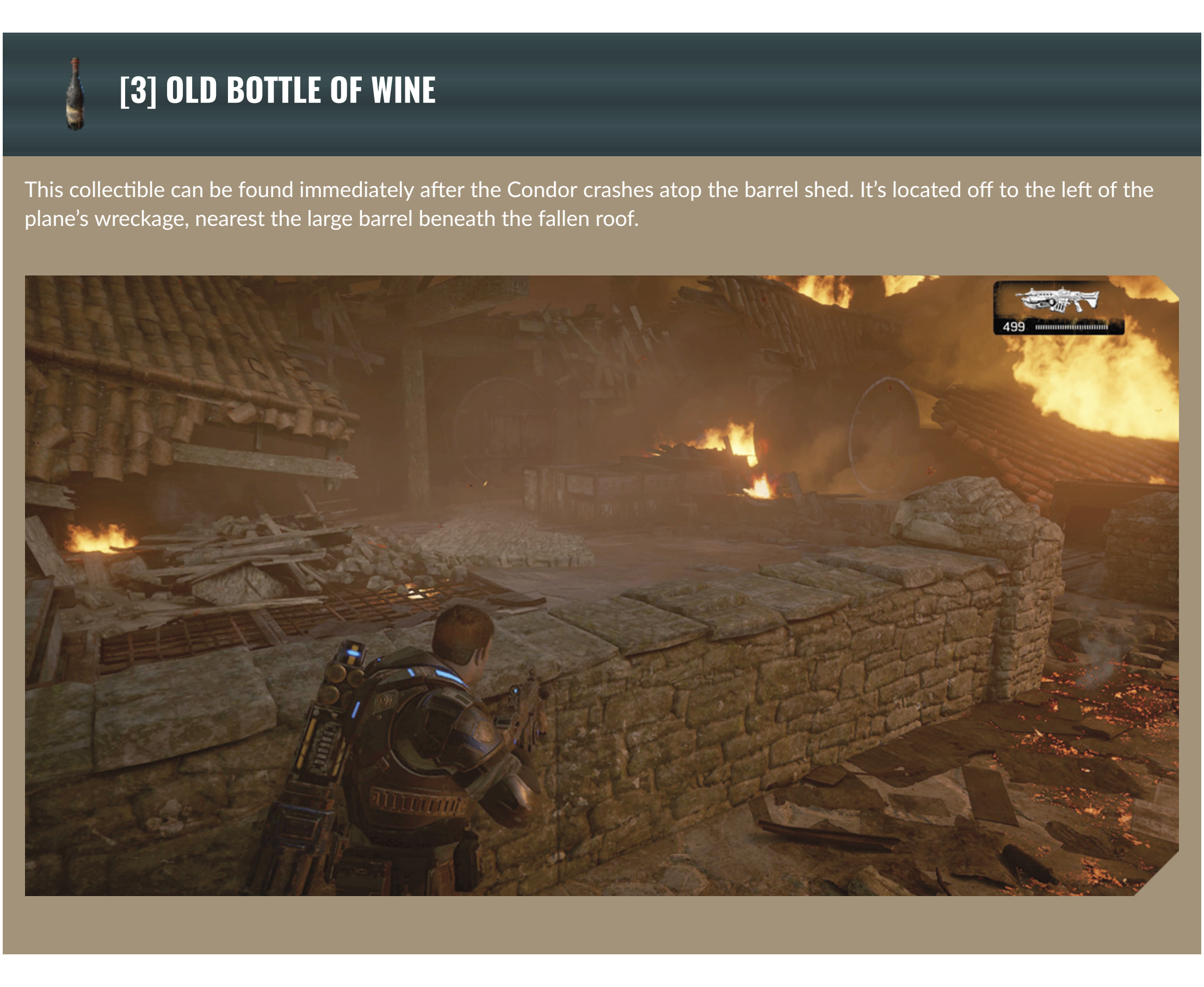
The barrel shed holds out long enough for the fight with the DeeBees to end, but it isn't long before the Windflare—and a Condor—destroys it entirely. Take a look around the smoldering debris for ammo and weapons you may want, then advance through the wreckage.



Make sure you take cover behind indestructible objects or the Guardian's Tri-Shots will rip you to pieces.

[3] OLD BOTTLE OF WINE

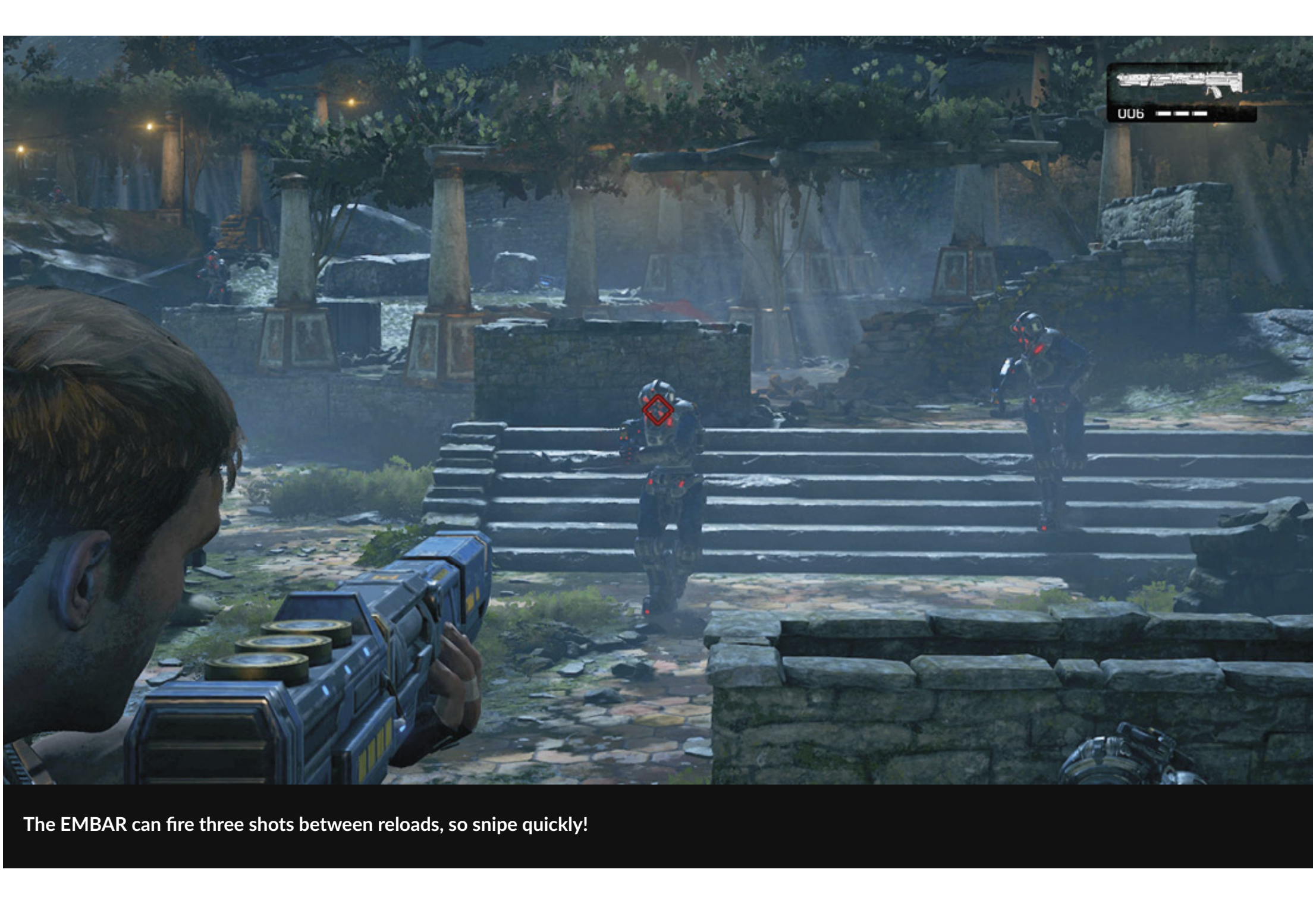
This collectible can be found immediately after the Condor crashes atop the barrel shed. It's located off to the left of the plane's wreckage, nearest the large barrel beneath the fallen roof.



WALKING WOUNDED

Don't open fire on the several walking, short-circuiting DeeBees. Instead save your ammo and watch them meet a rather comical end.

Continue through the smashed Condor toward the barn. Pick up the EMBAR Sniper Rifle beyond the propeller on the right and follow the others through the vineyard. A fresh batch of drop-pods are deployed beyond the arbor. Take cover atop the stairs, behind the stone wall, and snipe the Shepherds as they descend the other side. Slide to the taller cover on the left once the Guardian appears and use the Custom Lancer to pierce its defenses and bring it down. Try to destroy it only when it's to the right of the outer wall, or else you won't be able to retrieve its heavy weapon.

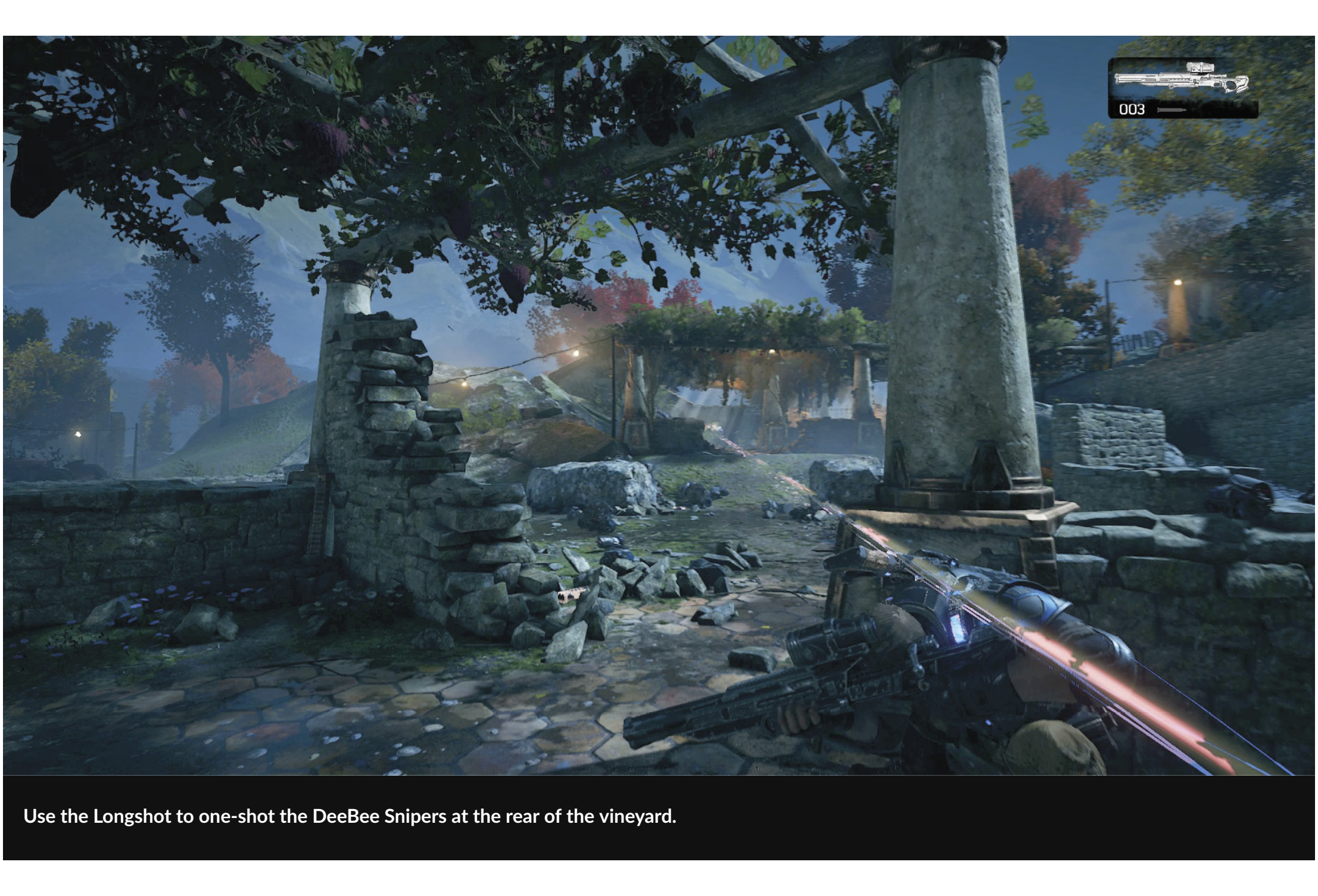


The EMBAR can fire three shots between reloads, so snipe quickly!

CO-OP TACTICS

There's going to be plenty of opportunity for sniping up ahead and, fortunately, there's weaponry for both players. Have one player pick up the EMBAR Sniper Rifle as you pass the Condor wreckage. The other can equip the Longshot just steps ahead, right before going through the grape arbor. The only thing better than one sniper is two! Once in the vineyard, you can find a second Longshot atop a weapon crate that is along the right-hand side of the area.

Once the Guardian has been destroyed and you've run out of EMBAR rounds, cross the vineyard to the right side and battle your way up the stairs to the trellis. Here you can find a Longshot and another Custom Lancer. Put the Longshot to use against the remaining Shepherds in the back of the vineyard.

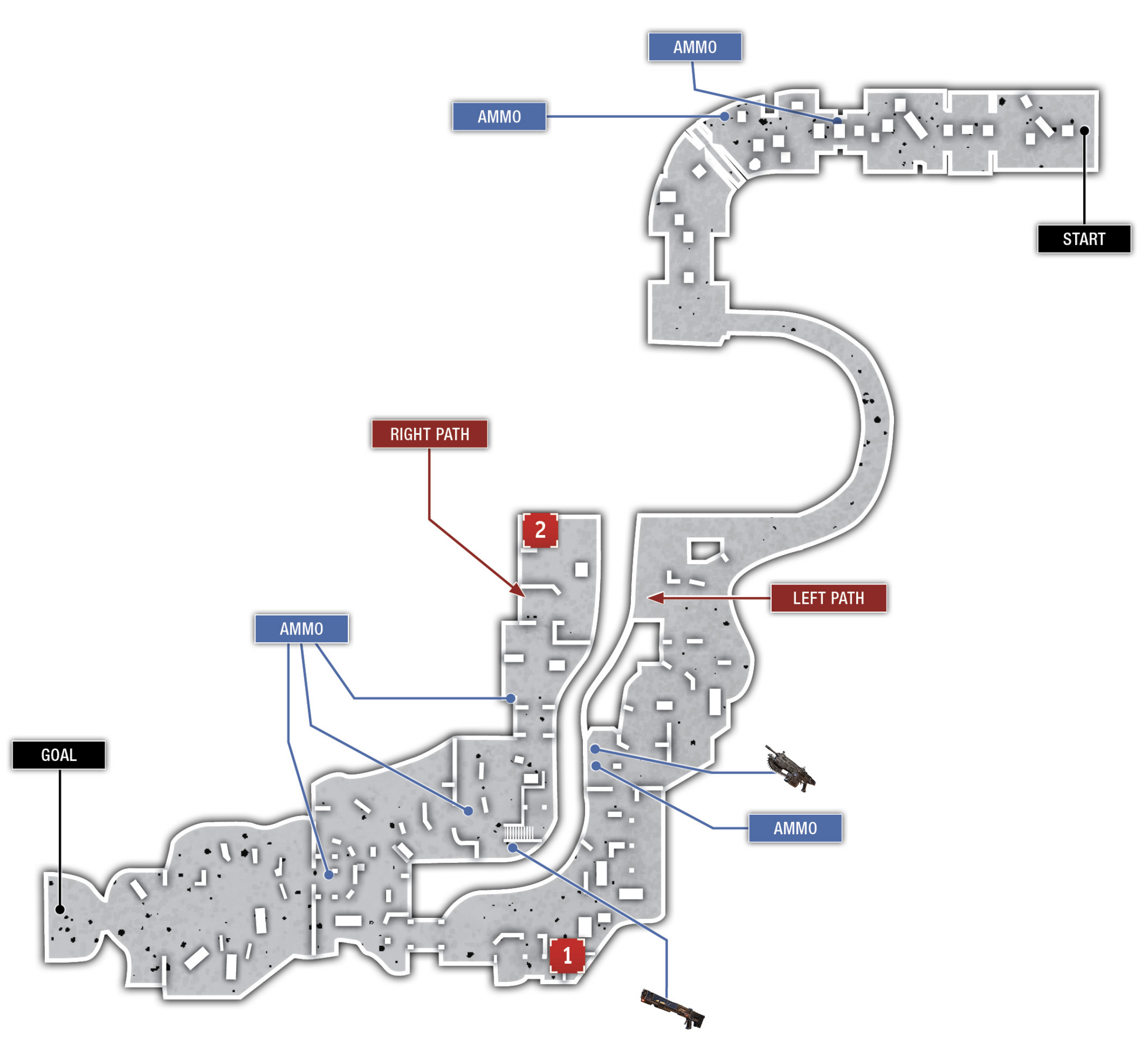


Use the Longshot to one-shot the DeeBee Snipers at the rear of the vineyard.

Search the vineyard for Frag Grenades and ammo, then follow Marcus out the far end, past the view of the windmill, and through the gate up ahead. The barn isn't much farther, but things can change quickly.

Act 2

Chapter 3: Plan B



COLLECTIBLES

1 The New Ephyran

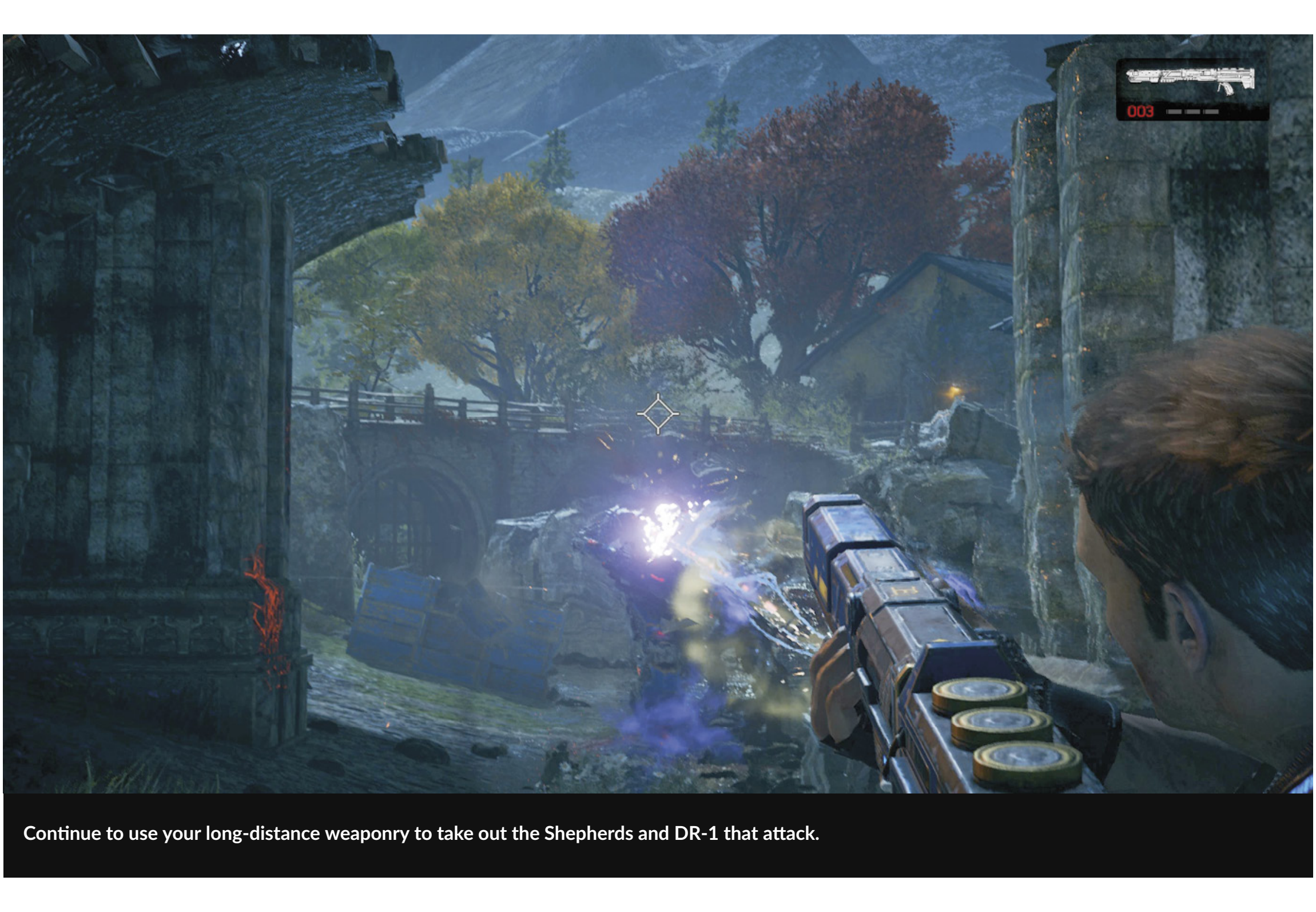
2 JD's Old Toy Figurine

SITUATION OVERVIEW

Marcus has led them out of the burning manor, across the estate, and almost to a barn when another of Jinn's Kestrels appears. The squad barely escapes with their lives as the Kestrel blows up the bridge they were standing on. Now they have no choice but to follow the riverbed and hopefully make it to the barn in one piece.

IRRIGATION RIVERBED

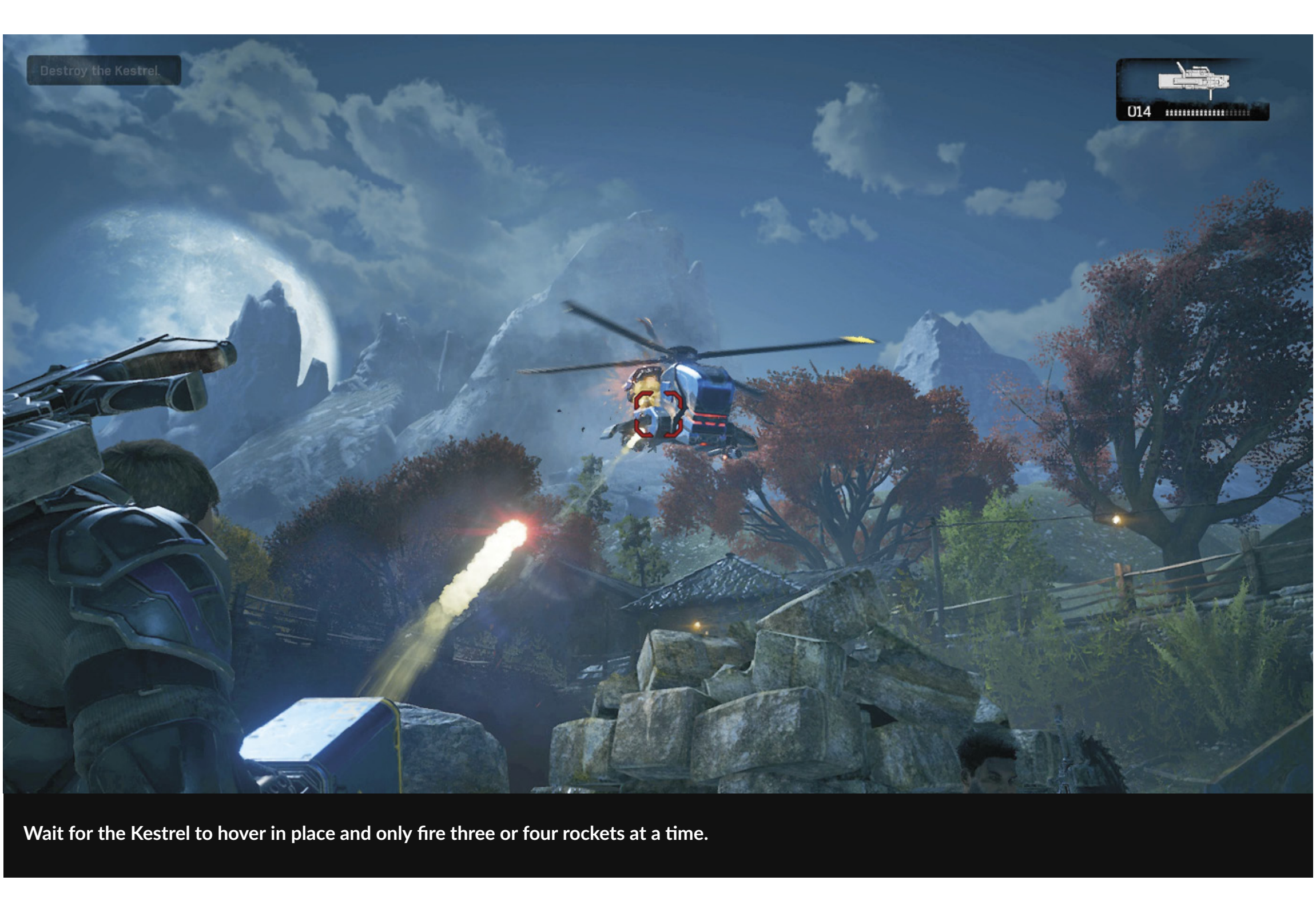
OBJECTIVE: DESTROY THE KESTREL



Continue to use your long-distance weaponry to take out the Shepherds and DR-1 that attack.

Advance to the large log as a Condor deploys another group of Trackers. The log serves as a good obstruction and forces the Trackers to funnel toward you, making it easier to pick them off. Use any grenades you find to take out the DeeBees up ahead that emerge from the second dropship. Pay close attention to where the DR-1 is, as you're going to want to claim the RL-4 Salvo rocket launcher it drops. Don't waste any shots on the remaining DeeBees; let your allies finish them off.

Advance carefully and take cover behind the stone blocks and boulders in lieu of the blue crates, as the Kestrel that appears can easily destroy them. Wait for the Kestrel to hover in place and use the RL-4 Salvo taken from the DR-1 to knock out one of its engines. Change position before it fires and use the remaining rockets to score a second major hit.



Wait for the Kestrel to hover in place and only fire three or four rockets at a time.

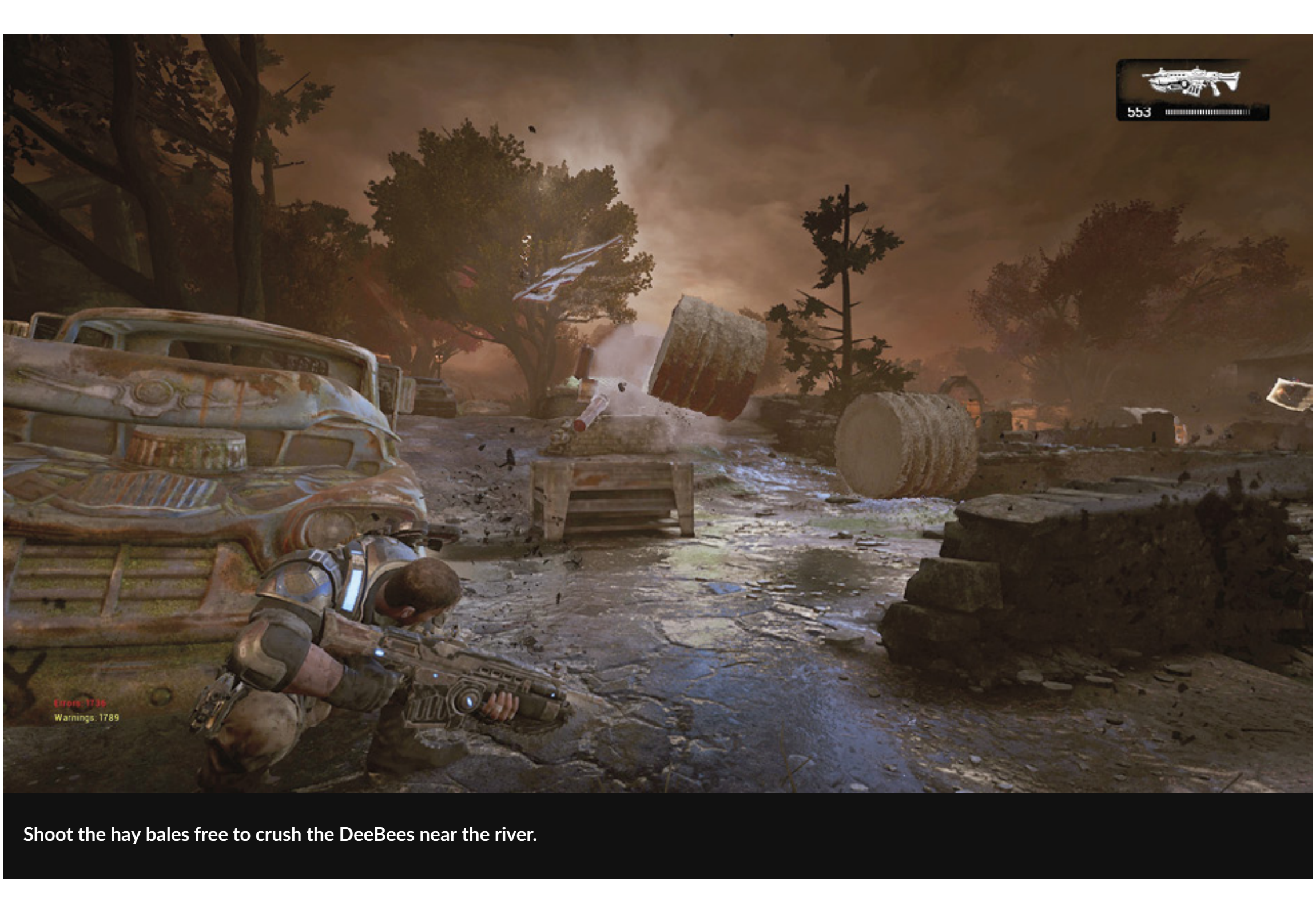
Stay in cover whenever the Kestrel is firing its guns, return fire when it switches weapons, and quickly change your position to avoid the rockets it's about to fire. Finish it off with the Custom Lancer.

OBJECTIVE: MAKE IT THROUGH THE WINDFLARE TO THE BARN

Gather up the remaining ammo and weaponry after destroying the Kestrel and continue along the riverbed toward the barn. Ascend the slope on the left as the winds begin to pick up—you're going to need to move fast with the Windflare coming. Drop into the ravine, grab the ammo you see along the way, and keep moving. The path tightens but you'll reach the barn soon enough. Just keep going!

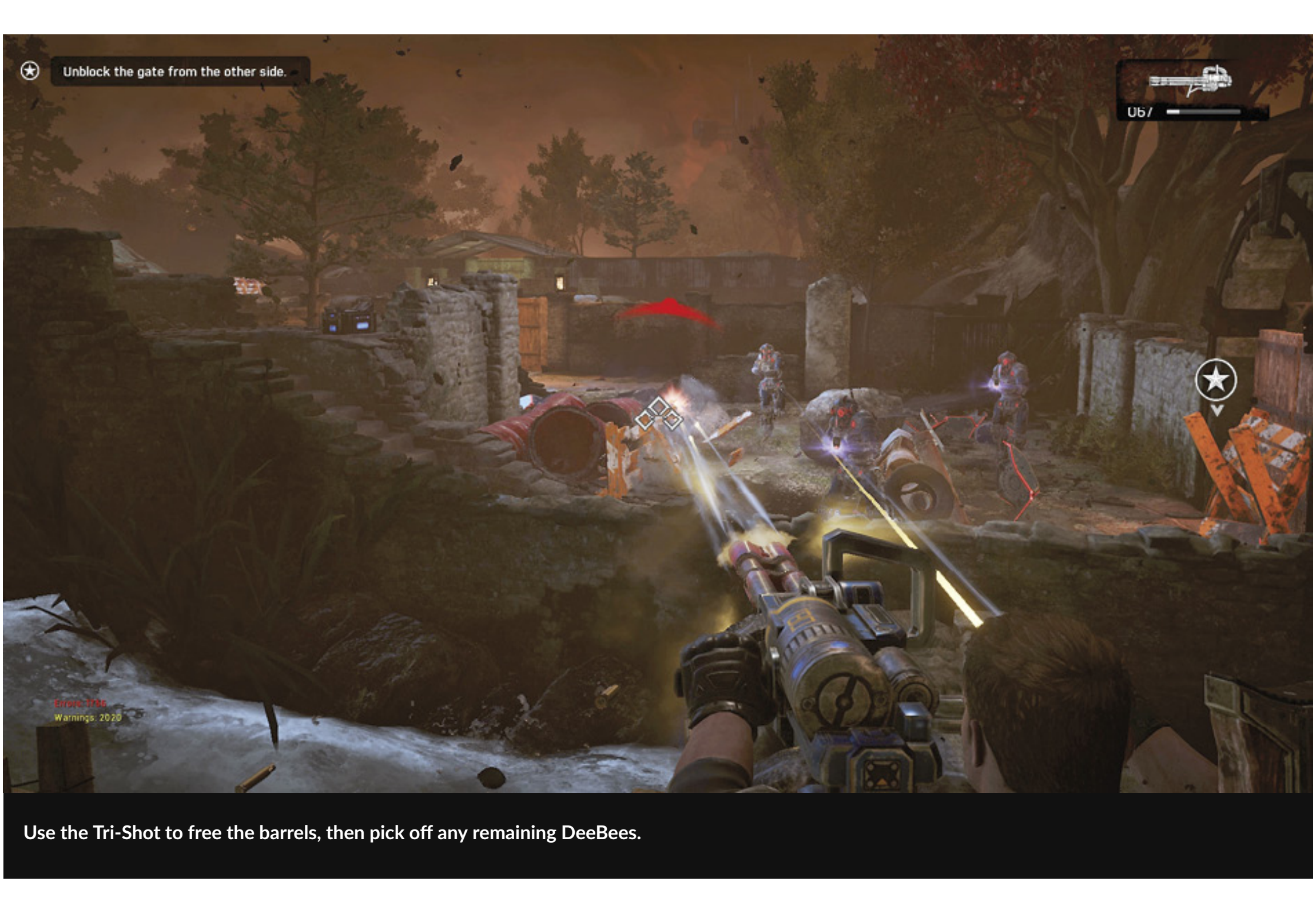
SPLIT PATH: ROAD (LEFT)

Advance up the hill on the left side of the river, using the abandoned cars as cover against the wind. Several DeeBees are located up ahead, two of which are hiding behind the tires. Stay behind solid cover at all times and take aim at the flimsy wooden fencing behind them. Destroying lightweight items can send bulkier items crashing into the DeeBees. Try this now by shooting the fencing to release the hay bales downhill into the wind.



Shoot the hay bales free to crush the DeeBees near the river.

Put down the DR-1 marching toward your position, then grab the Tri-Shot it drops. This comes in handy when you help Kait and Del across the river. Follow the river upstream and use the Tri-Shot to shoot the barricade holding back the explosive barrels uphill from the locked gate Kait radios you about. The barrels not only take out the DeeBees in the area, but blow the gate free as well.



Use the Tri-Shot to free the barrels, then pick off any remaining DeeBees.

With the right side clear, Kait and Del move ahead and remove the obstruction blocking the gate on the left. Slip into cover behind the rock wall that faces the gate and be ready to open fire with the Tri-Shot. Shoot the fence behind the DeeBees to release the barrels at them once the gate is freed by the others.

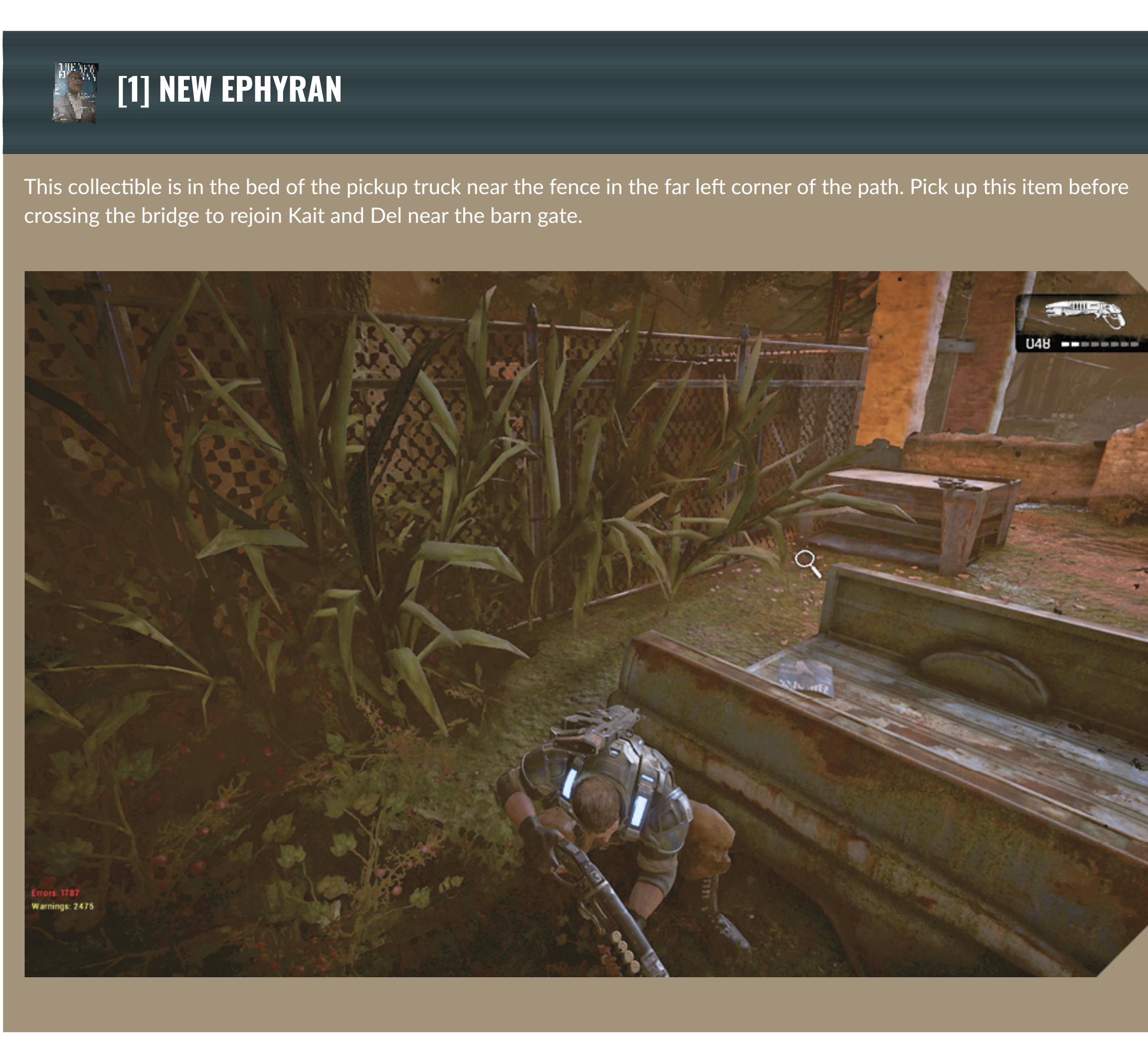
FLOATING IN THE BREEZE

Be extra careful when tossing a grenade in a Windflare, as the grenade can get blown right back at you or even toward one of your teammates. Keep the angle of the toss low so the wind can't affect it as much. Better yet, hold on to your grenades until the storm has died down.

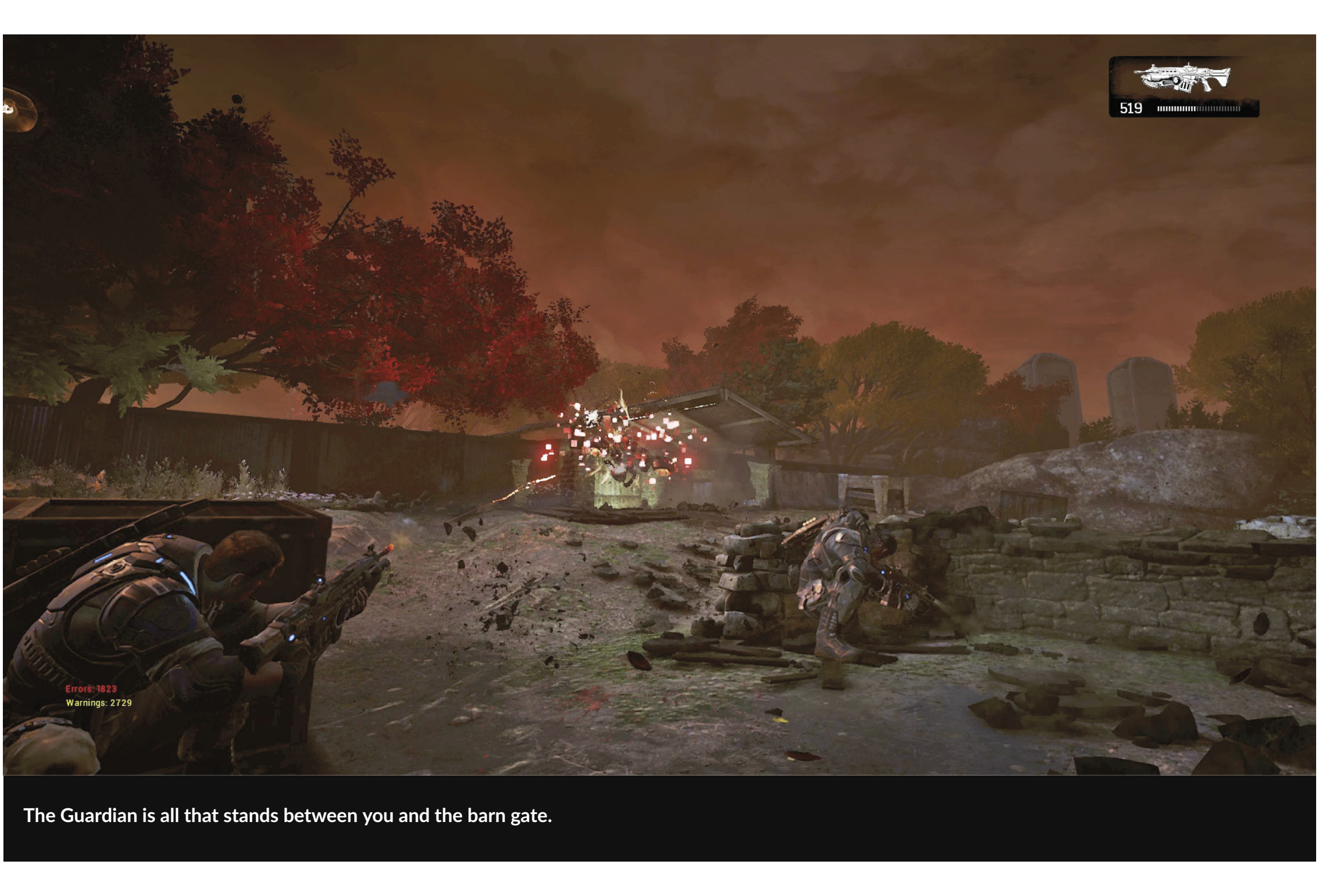
Circle around to the far left, using the vehicles as cover, and continue to put the Tri-Shot to use against the final batch of DeeBees that are dropped off near the barn gate. Grab the collectible, then approach the covered bridge over the river. Take cover to the right and target the final orange-and-white barricade in the distance. This releases another barrage of explosive barrels at the DeeBees standing between you and your squadmates on the other side of the river.

[1] NEW EPHYRAN

This collectible is in the bed of the pickup truck near the fence in the far left corner of the path. Pick up this item before crossing the bridge to rejoin Kait and Del near the barn gate.



Cross the bridge slowly, since a Guardian is set to appear as you approach the gate. Take cover behind the small wall by the bridge and draw the Guardian's attention with blind-fire so your allies can flank it. Don't worry about grabbing the Tri-Shot, as you won't have a chance to use it.

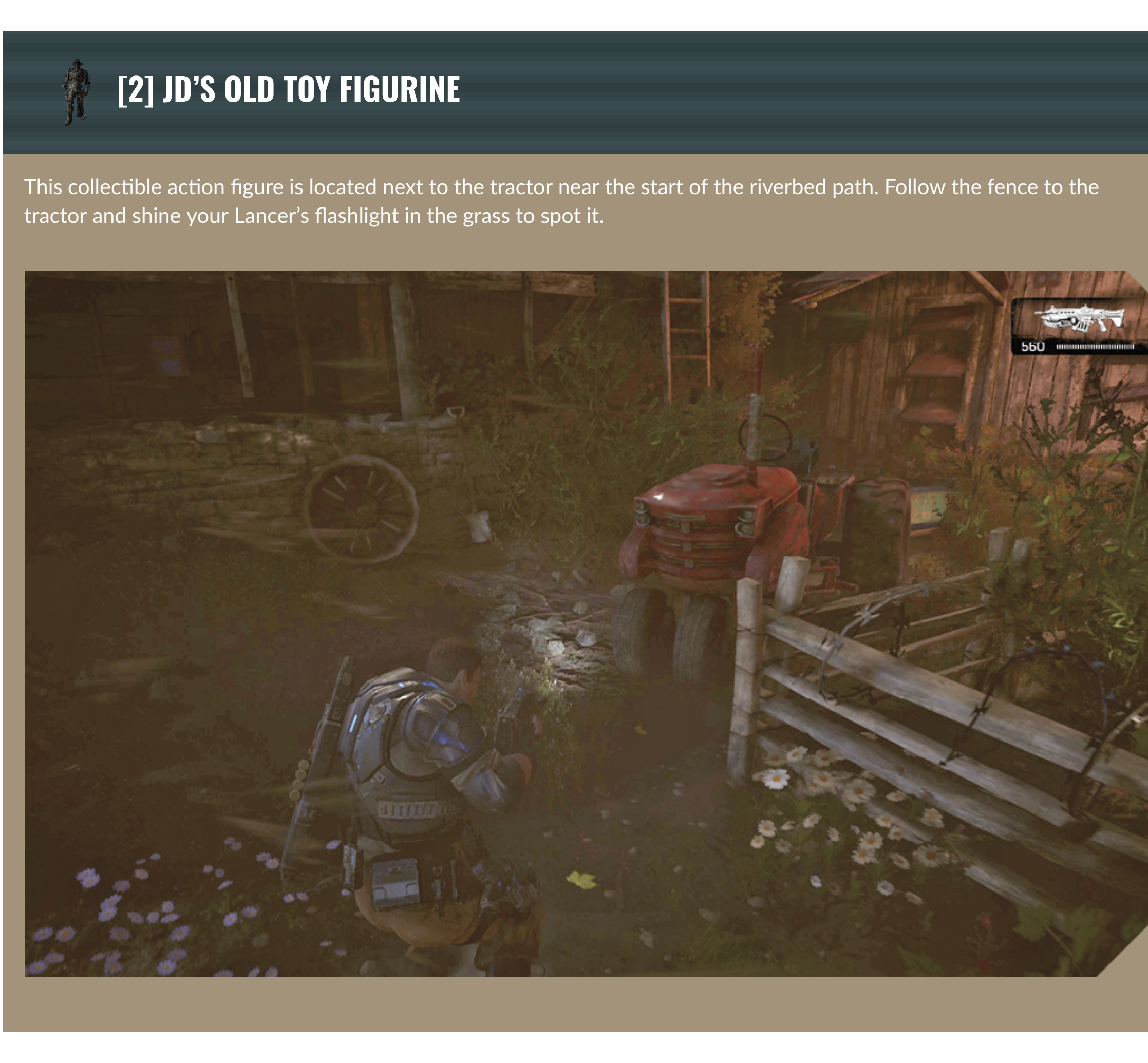


The Guardian is all that stands between you and the barn gate.

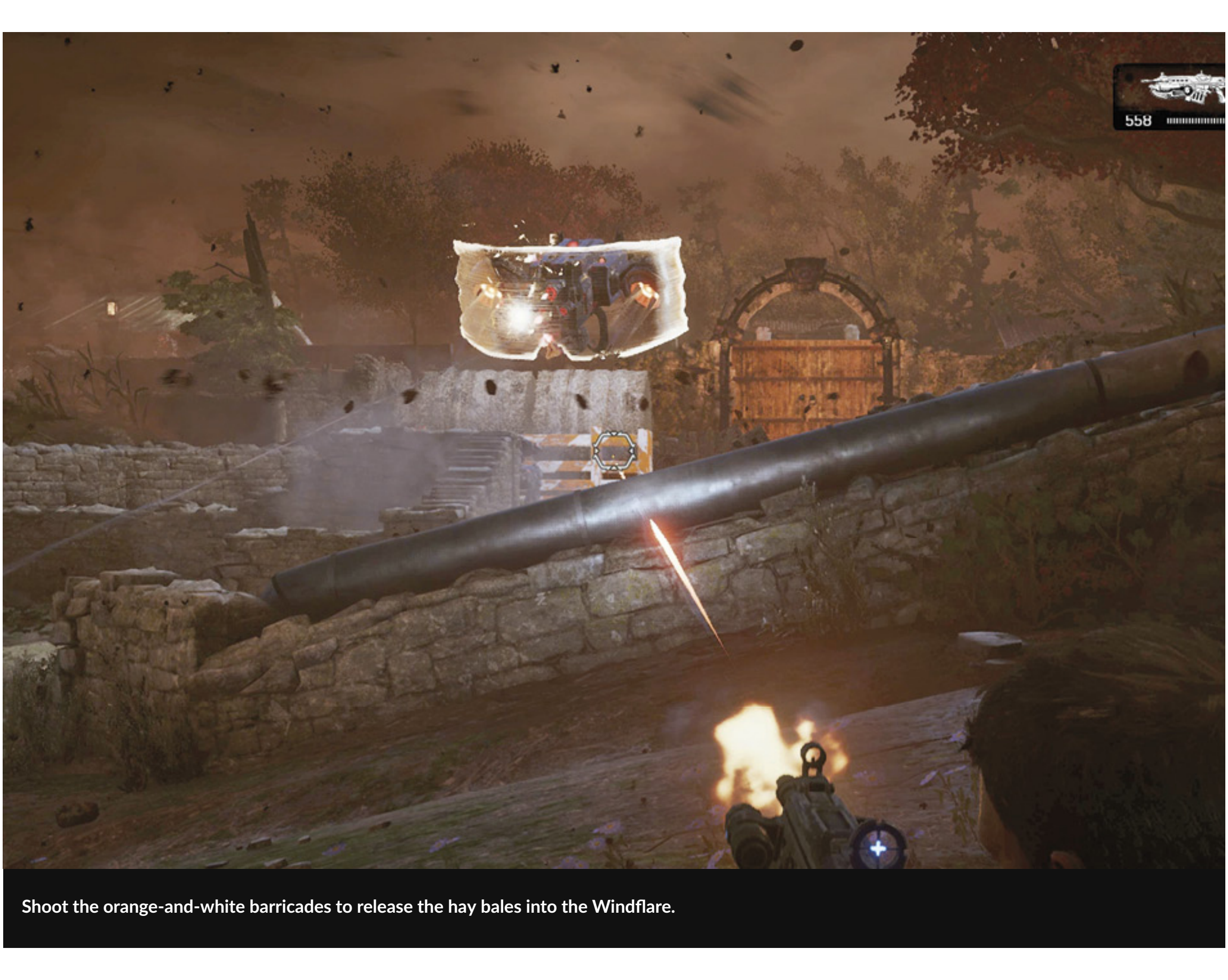
SPLIT PATH: RIVERBED (RIGHT)

[2] JD'S OLD TOY FIGURINE

This collectible action figure is located next to the tractor near the start of the riverbed path. Follow the fence to the tractor and shine your Lancer's flashlight in the grass to spot it.



Don't waste time or ammo firing at the Guardian. Instead, wait for it to fly in front of the hay bales, then target the orange-and-white barricade holding them back. This frees the large rolls of hay into the wind, one of which will conveniently bounce up and destroy the Guardian.

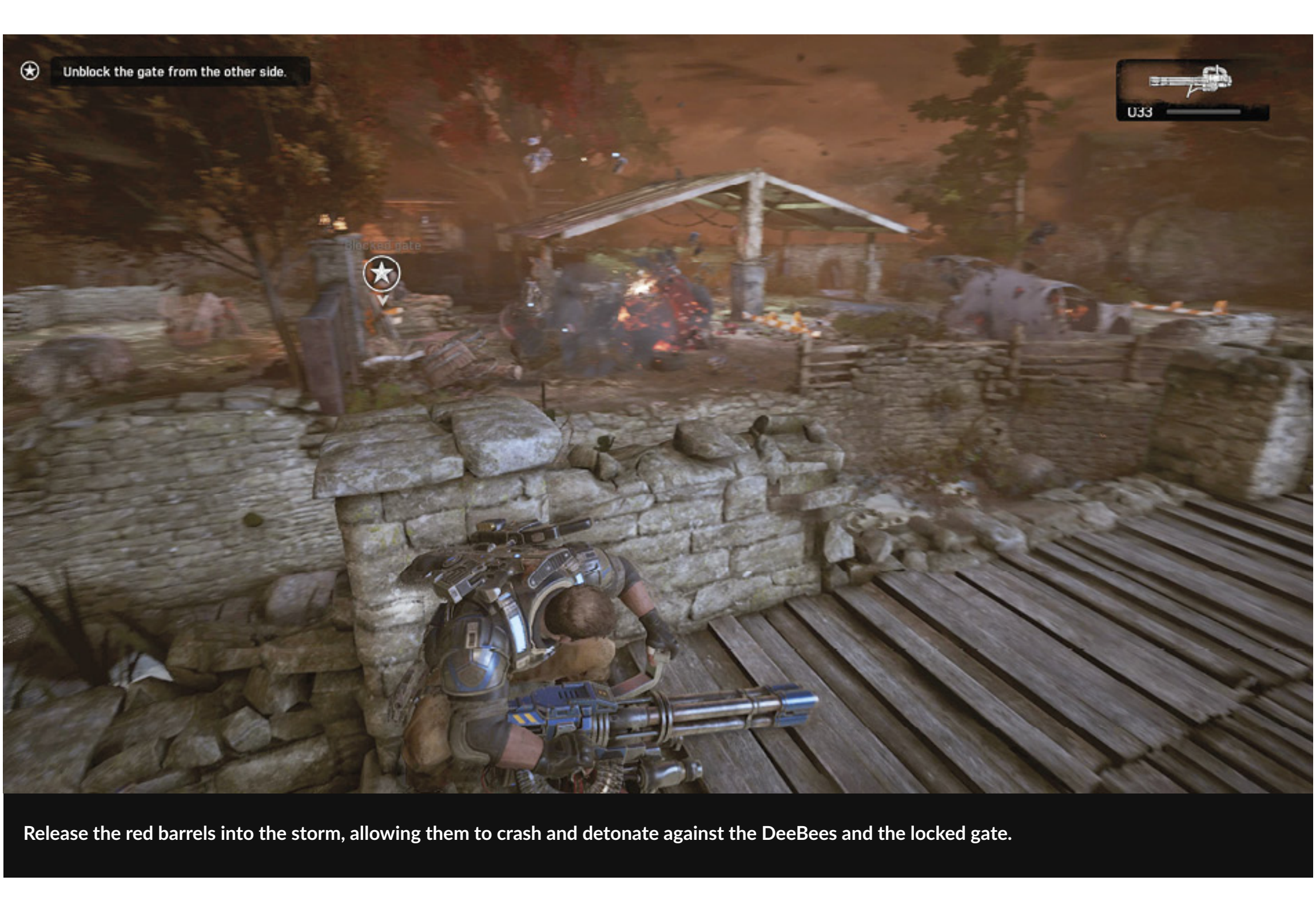


Shoot the orange-and-white barricades to release the hay bales into the Windflare.

Advance to where the Guardian was knocked out of the sky, rip the Tri-Shot from its wreckage, and use it to take out the Sniper up ahead near the arch. Duck into cover along the stone wall near the river and wait for Marcus to call for help in opening the gate. Kait and Del bust the gate free from the other side of the river. Clear out any remaining DeeBees, then carry the Tri-Shot through the gate, and into cover atop the stairs on the left. Aid Kait and Del by targeting the barricade holding back the explosive fuel barrels.

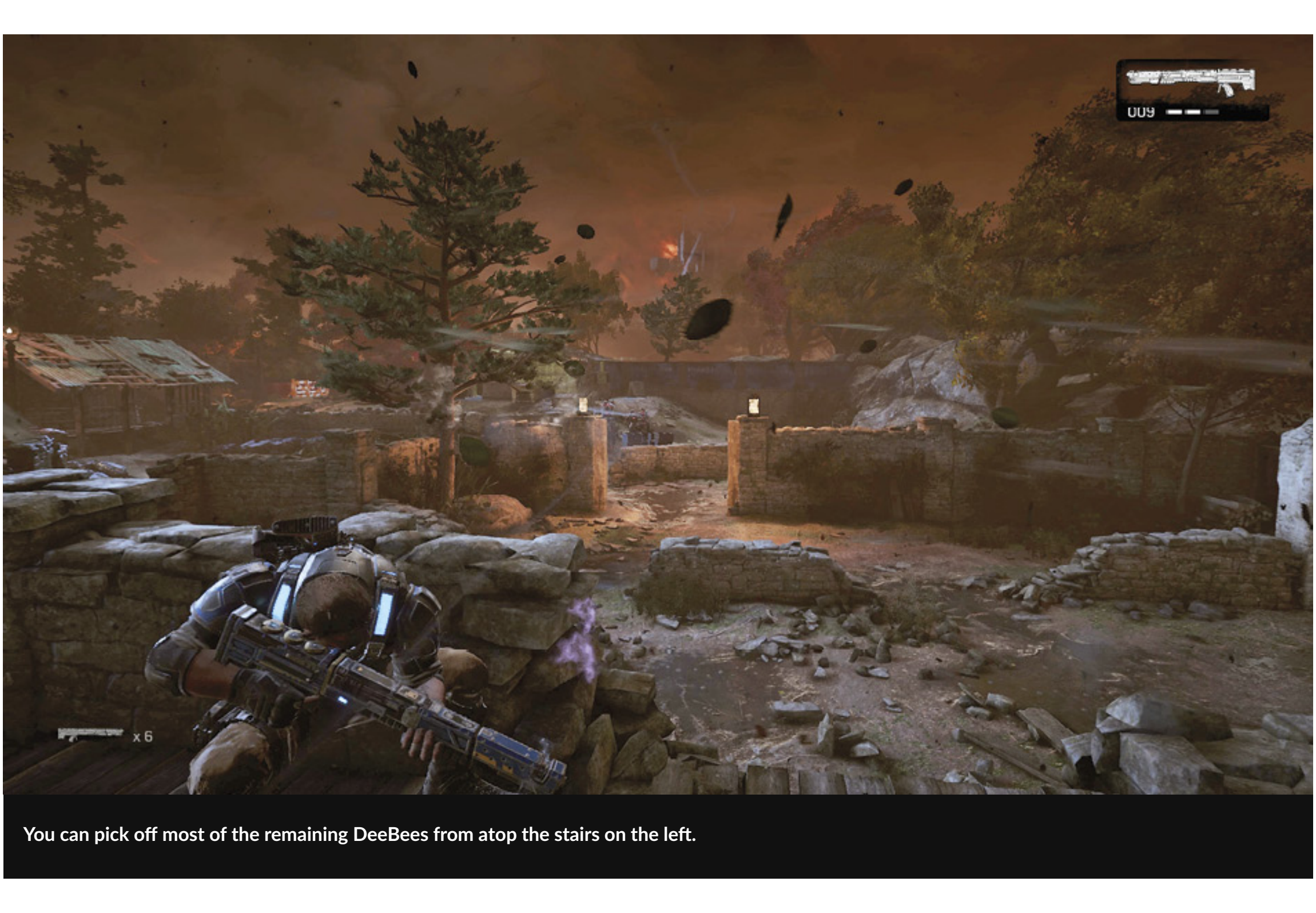
BEWARE FLYING DEBRIS

Take cover off to the side of the gate and other obstacles that need to be opened during Windflares. The debris that you and your allies release into the wind can cause fatal damage if it hits you directly.



Release the red barrels into the storm, allowing them to crash and detonate against the DeeBees and the locked gate.

Use up the last of the Tri-Shot ammo while atop the stairs, then grab the EMBAR and snipe the DeeBees that are dropped on your side of the river. Aid the other two on the left and snipe any DeeBees there as well before you move on from this elevated position. Target the destructible barricade in the far left-hand corner near the barn to release one final onslaught of debris and explosive barrels at the DeeBees near the barn entrance.



You can pick off most of the remaining DeeBees from atop the stairs on the left.

Utilize the available cover and proceed to where the paths rejoin near the entrance to the barn. A Guardian emerges in time to offer one final bit of resistance. Hang back until it targets the duo on the left, then take a clean shot at its engines, bypassing its front defenses. Don't worry about retrieving the Guardian's weapon, since you won't get a chance to use it.

OBJECTIVE: GET INSIDE THE BARN

Slip in and out of cover for small boosts of speed to precisely control your movement through the Lightning Flurry.

The stormwall is centered right over the barn and the only way to safety is through the Lightning Flurries! At the heart of the Windflare is a fierce electrical storm that emits hundreds of lightning strikes known as a Lightning Flurry. Not only is a direct hit by a lightning strike fatal, but the Lightning Flurries electrify the ground for several seconds, making it all the more difficult to navigate safely across the open terrain.

Instinct may tell you to run as fast as you can, but sprinting headlong into a Lightning Flurry is a recipe for disaster. It's much safer to move purposefully, watch the direction of the wind, see how the lightning strikes drift across the ground, then use the cover-slip and vault techniques to gain small boosts of speed.

There's a lot of cover to move between along the sides of the clearing, but it's possible to get pinned by the lightning if you're not careful. Consider staying just to the right of the central clearing so that you can use most of the cover, but still have an escape route if the lightning intensifies. Make your way to the log in front of the barn to reach safety.

Act 2

Chapter 4: The Great Escape

SITUATION OVERVIEW

The four escape Jinn’s trap on a pair of Track Mules, motorcycle-like vehicles that can outrun most everything in Jinn’s fleet except the Vulture, a massive attack jet with multiple guns, the ability to deploy firebombs, and a large cargo bay. With JD driving and Marcus on the back, armed with a Enforcer, you must take out the plane and flee to safety.

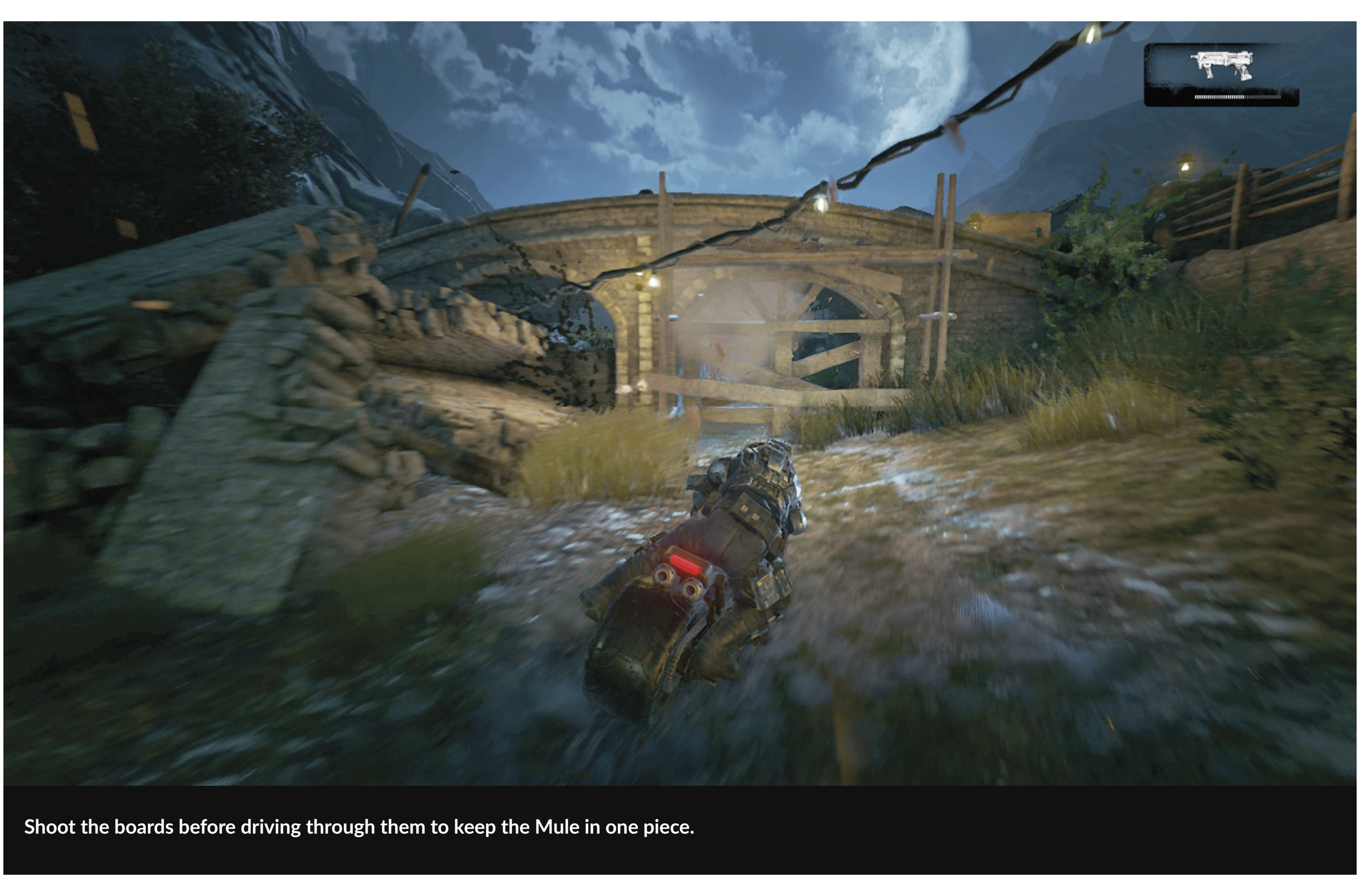
WILDERNESS

OBJECTIVE: GET TO FORT REVAL

Steer the Mule around the firebombs being dropped by the Vulture until the aircraft pulls away and the path leads into the riverbed. Open fire on the boards blocking half of the openings under the stone arch bridges so the Mule can slip through without crashing. Hitting the boards won’t be a fatal collision on Normal difficulty, but it will slow you down and cause damage.

MULE CONTROLS

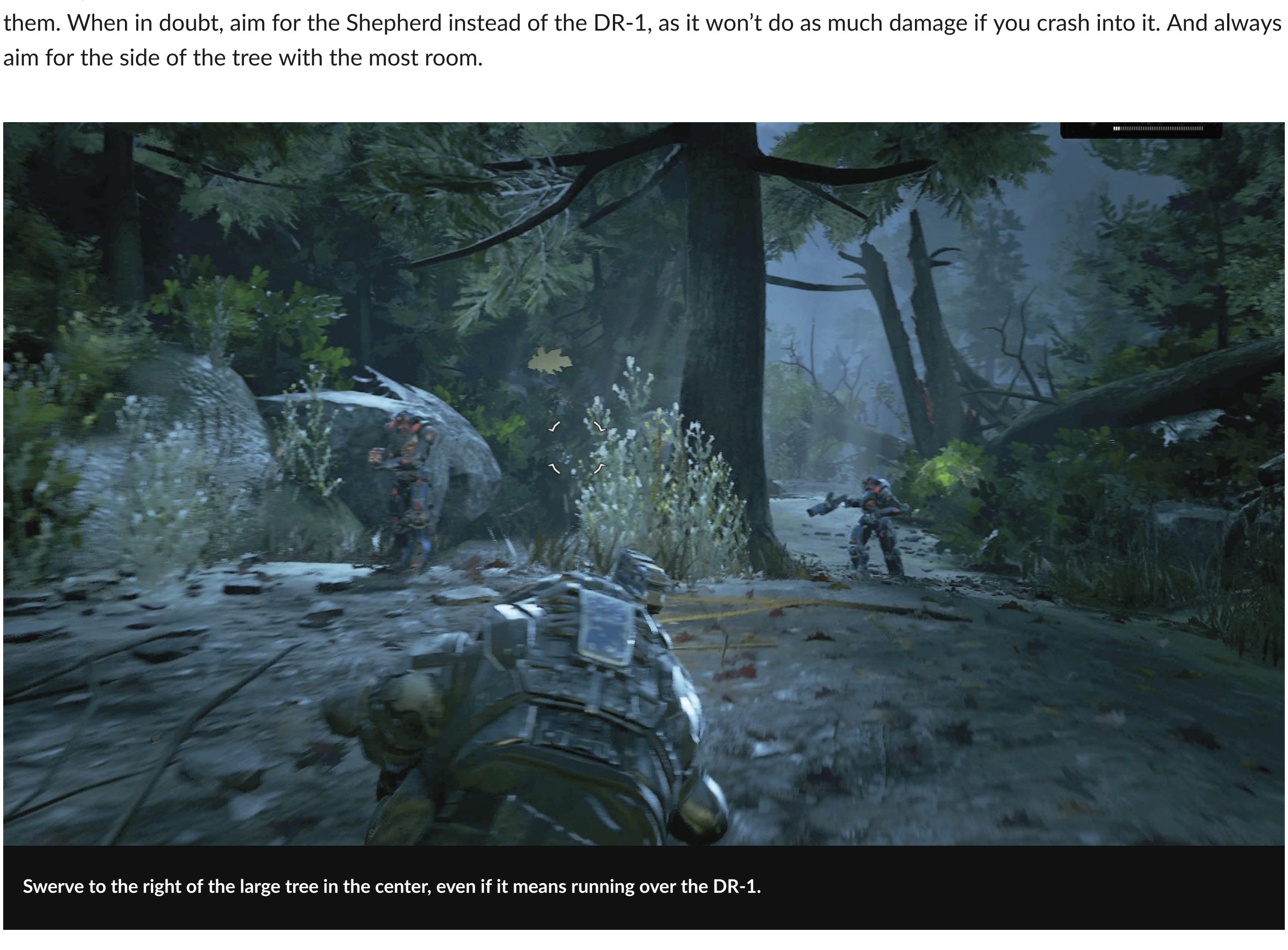
You’re in control of both steering and shooting while piloting the Mule, even though it’s technically JD doing the steering and Marcus operating the Enforcer. Throttle control is automatic—JD has the bike redlined and he’s not going to brake for anything—so you need only worry about avoiding collisions with trees, firebombs, and bridges. Fire the Enforcer using the standard controls. Even though you’re controlling the Mule, you can still aim down the sights with Marcus for better precision. This will be necessary later, during the scene’s climactic battle, but you can get away with just pointing and shooting for now.



Shoot the boards before driving through them to keep the Mule in one piece.

The path is going to get pretty narrow and quite bumpy, but there’s not much that can go wrong provided you don’t crash into a wall or a tree. Steer the Mule along the track and trust Marcus that you’re not going to hit any dead ends. After a pair of harrowing jumps, the two Mules exit the ravine near another farm, just in time for the Vulture to appear. Swerve back and forth to avoid the firebombs.

A fallen tree forces the bikes into the forest. Your main concern here is avoiding the trees, but there are also several DeeBees standing in the way. Open fire on them with the Shock Enforcer to blast them out of the way before the Mule crashes into them. When in doubt, aim for the Shepherd instead of the DR-1, as it won’t do as much damage if you crash into it. And always aim for the side of the tree with the most room.



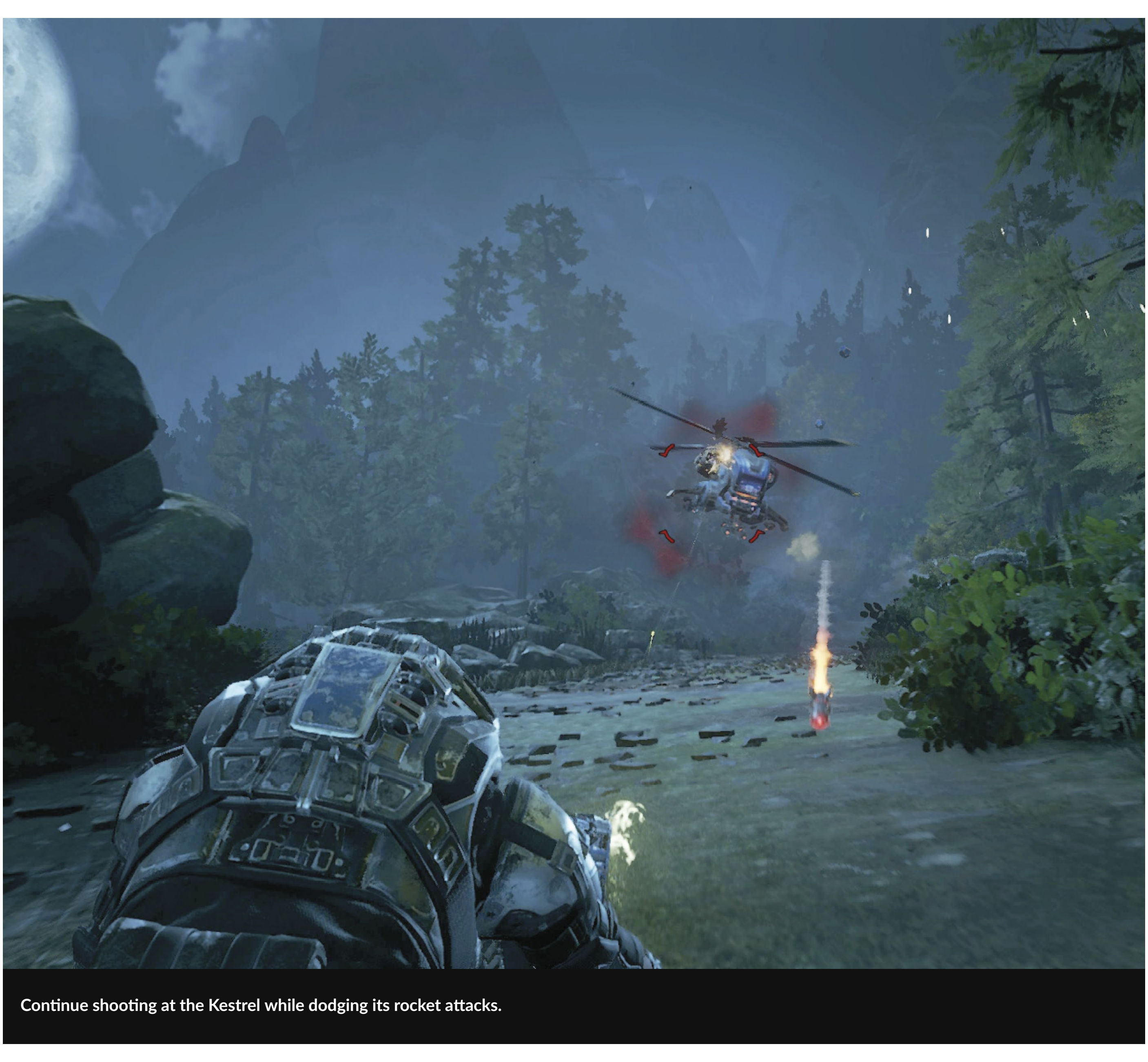
Swerve to the right of the large tree in the center, even if it means running over the DR-1.

Stick to the center of the path as you make your way through the burning forest. The trees fall around you, but they won’t block your way or land on the Mules. Just hold your line, swerve as necessary to avoid any solid trees, and keep going to the clearing.

OBJECTIVE: DESTROY THE KESTREL

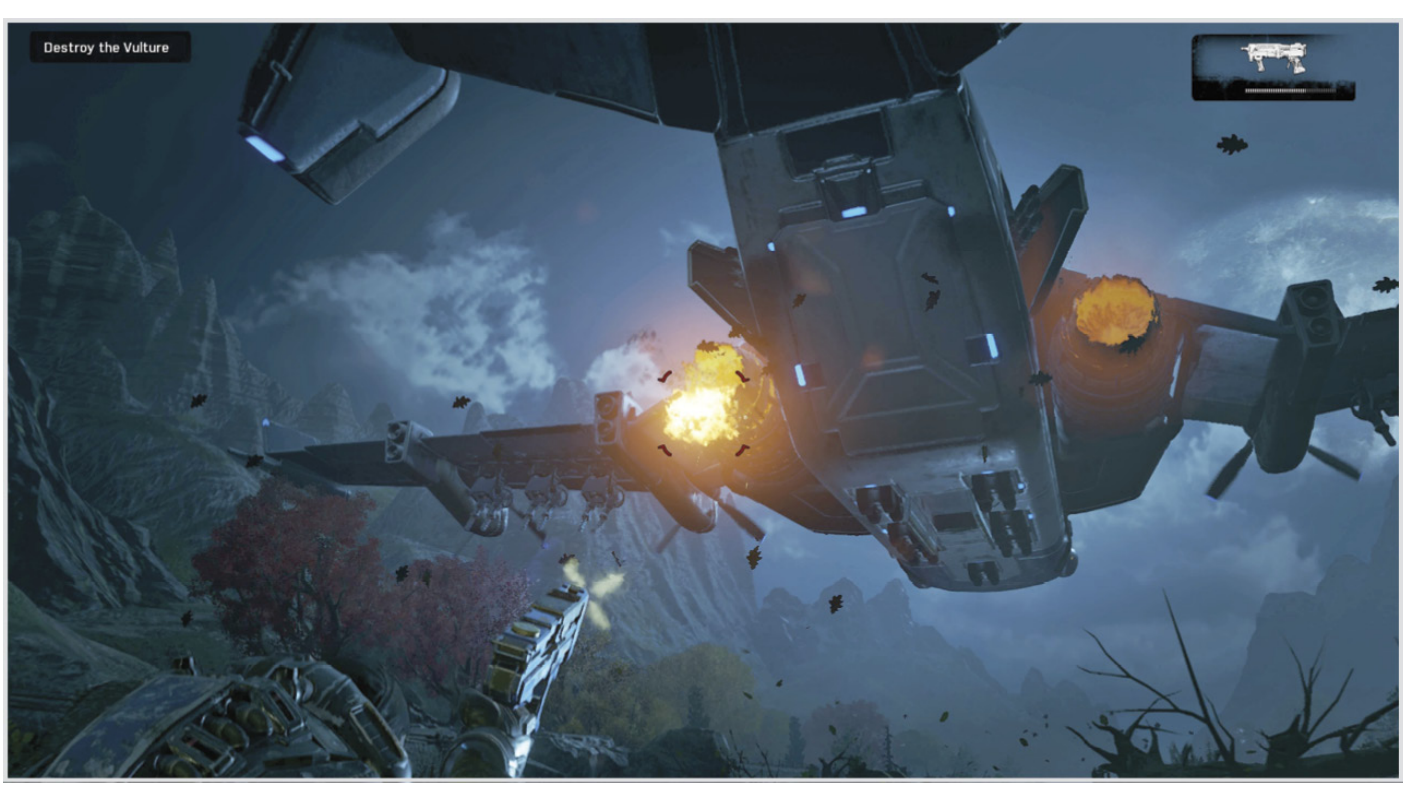
Open fire on the Kestrel as soon as it appears by aiming down the sights at either of its engines. It will fly past firing its guns, which are easily avoidable by steering left and right. The Vulture swoops low overhead and deploys a number of drop-pods. Steer to avoid these while continuing to fire at the Kestrel.

Continue shooting at the Kestrel once it turns around to face you. It’s now going to fire rockets at the Mules. Weave back and forth across the road to avoid the inbound rockets as you shoot. Keep up the attack until the Kestrel is downed at the mouth of the tunnel. The mountain will provide a reprieve, but the battle isn’t over.



Continue shooting at the Kestrel while dodging its rocket attacks.

OBJECTIVE: DESTROY THE VULTURE

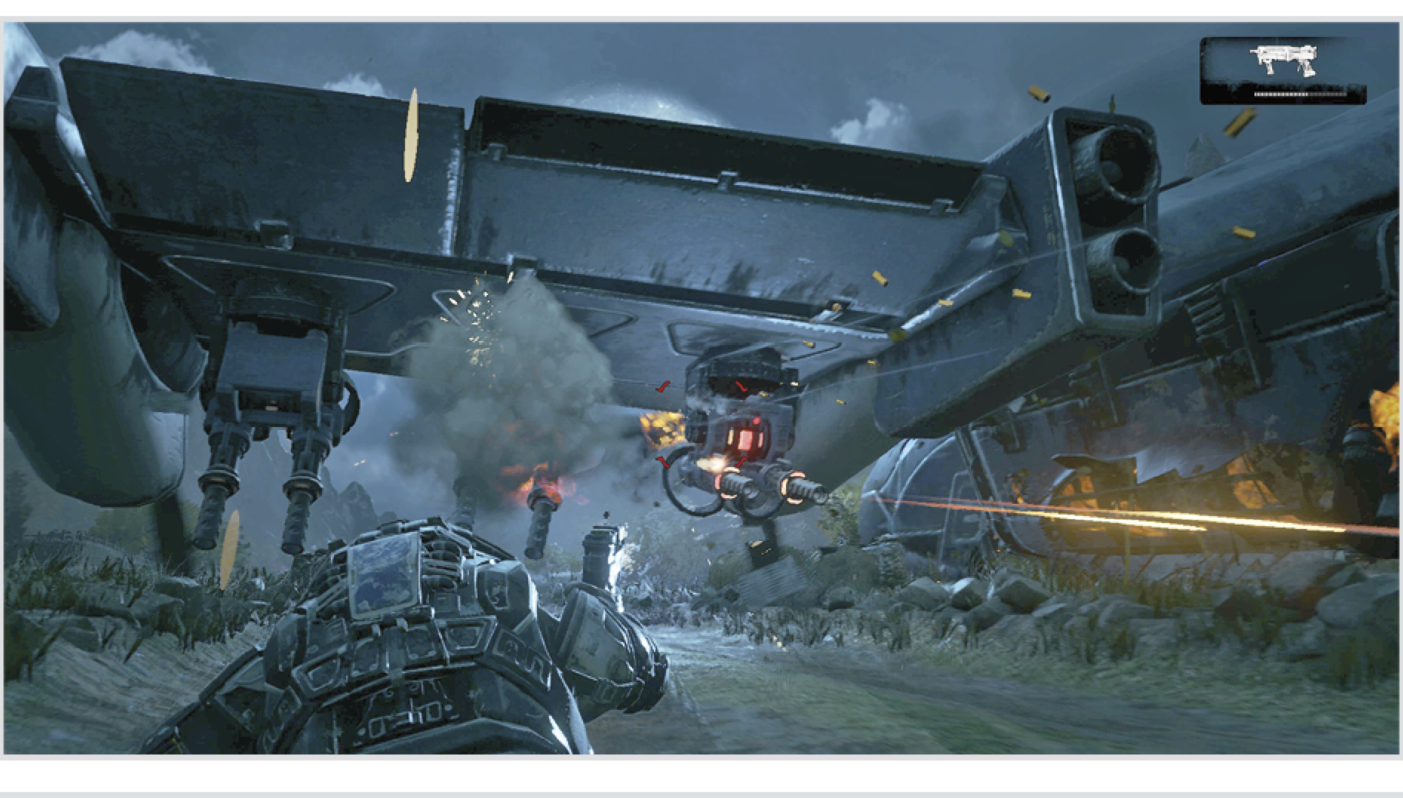


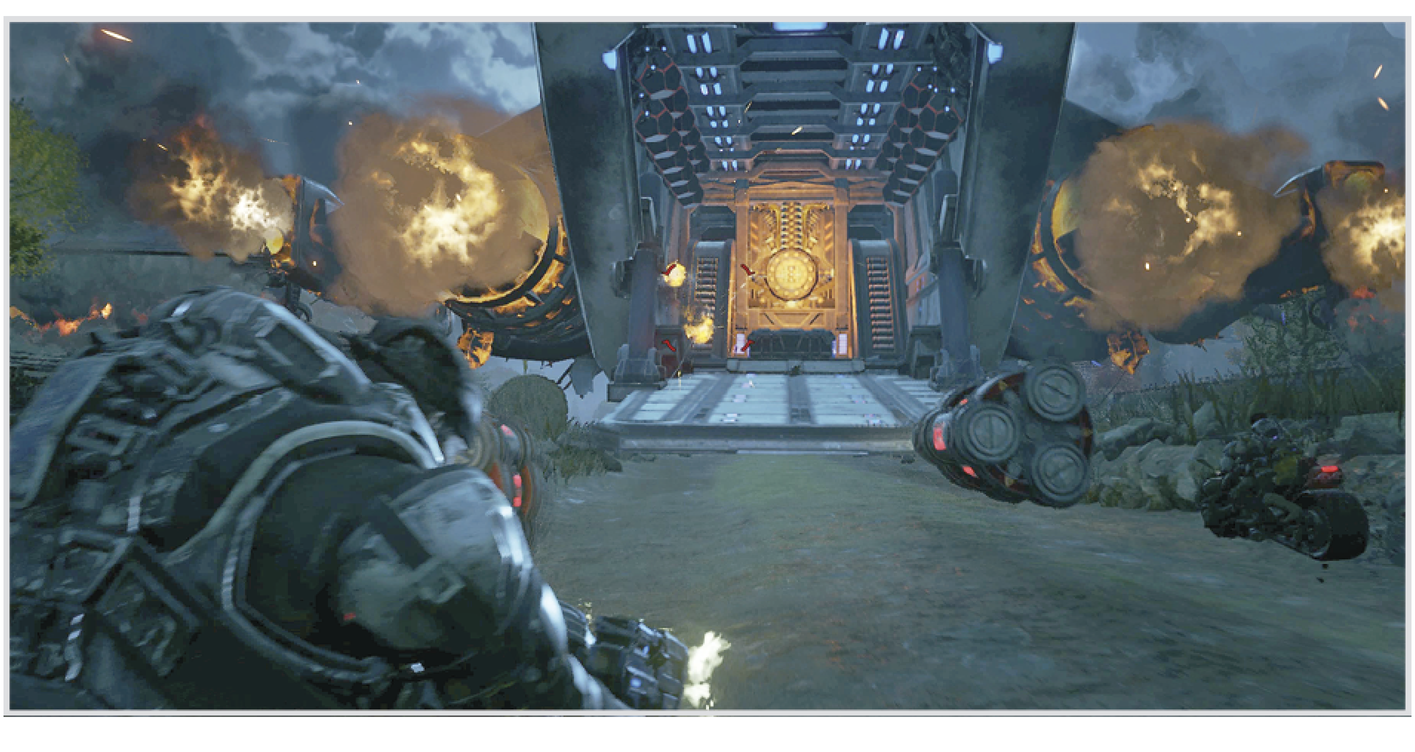
There’s no putting it off any longer: you must destroy the Vulture. Focus your firepower on either of its two main engines until the Vulture lists to one side and flames erupt from the engine. Begin shooting at the other engine as soon as that happens. The second engine should erupt soon enough.

The Vulture begins its counterattack once you’ve damaged its engines. Swerve back and forth to avoid the incendiary bombs, just as you did earlier. Wait for the smoke to clear, then resume shooting either of the engines.

The Vulture takes heavy damage and drops to one side so that it can attack with its wing-mounted guns. Open fire on the three twin Tri-Shots mounted beneath the left-hand wing. The guns will turn red when active, but shooting them quickly disables them. Continue shooting the guns as they come online to disable them and reduce the quantity of bullets you need to worry about. Continue shooting the guns until each of them is destroyed.

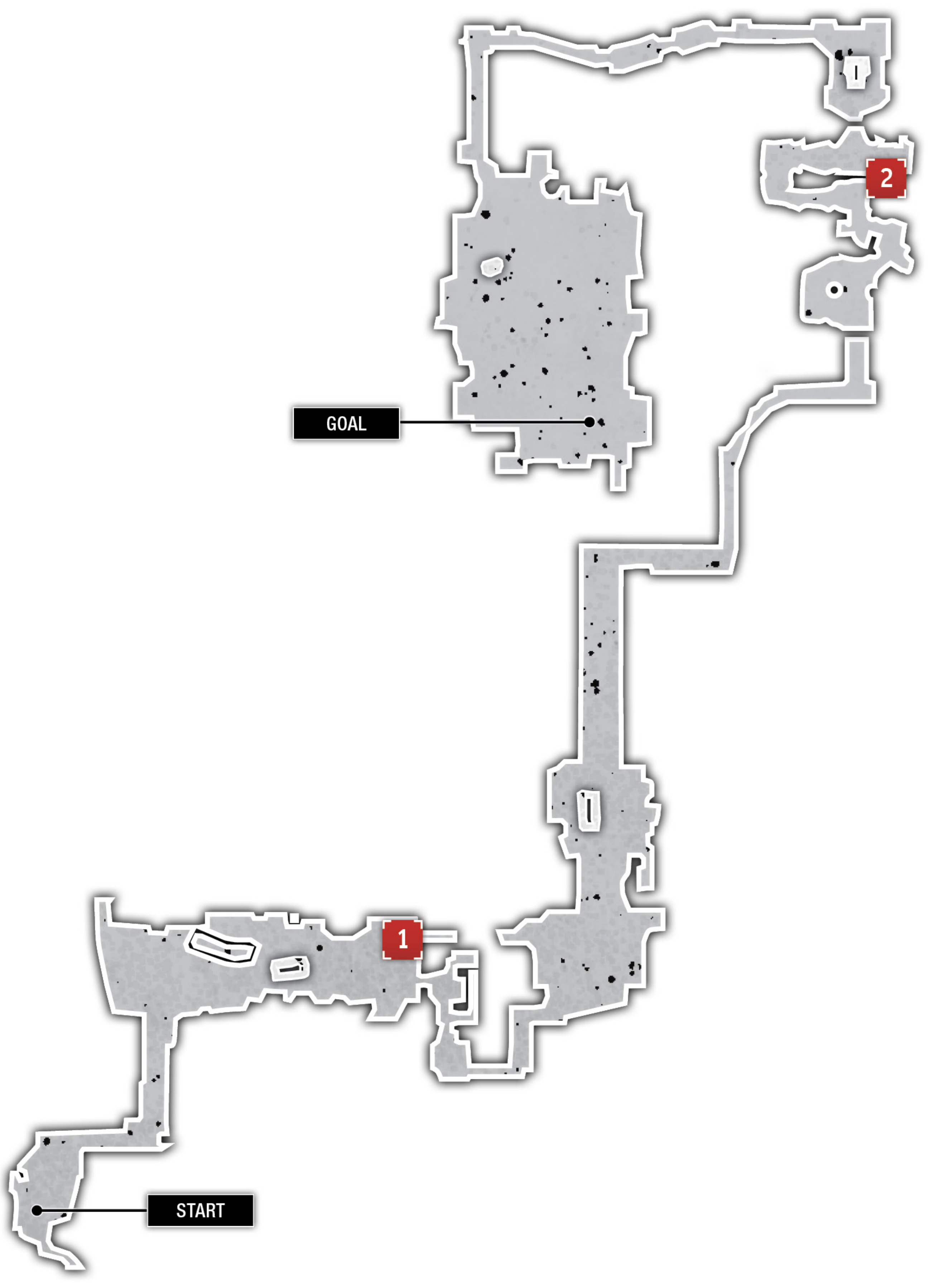
With the guns destroyed, the Vulture speeds up, making it possible to resume shooting the other engine. Finish off the second engine to cause the Vulture to open its cargo bay door, revealing the reactor core powering the craft. Dodge the incendiary bombs tumbling out the back of the plane while firing at the orange core in the center. Ignore the drop-pods and keep on firing at the core until the plane is brought down.





Act 3

Chapter 1: Almost Midnight



COLLECTIBLES

1 COG ID Bracelet

2 Ancient Book

SITUATION OVERVIEW

Marcus didn't take the group to Fort Reval because he has a sudden craving for COG history or because he thinks the Swarm are using the fort as their base. He took them there because it's an old Locust burial site and he thinks there may be some clues located here. There were dozens of these burial sites—hundreds, maybe—and there's no guarantee Reyna is here, but it's worth a look.

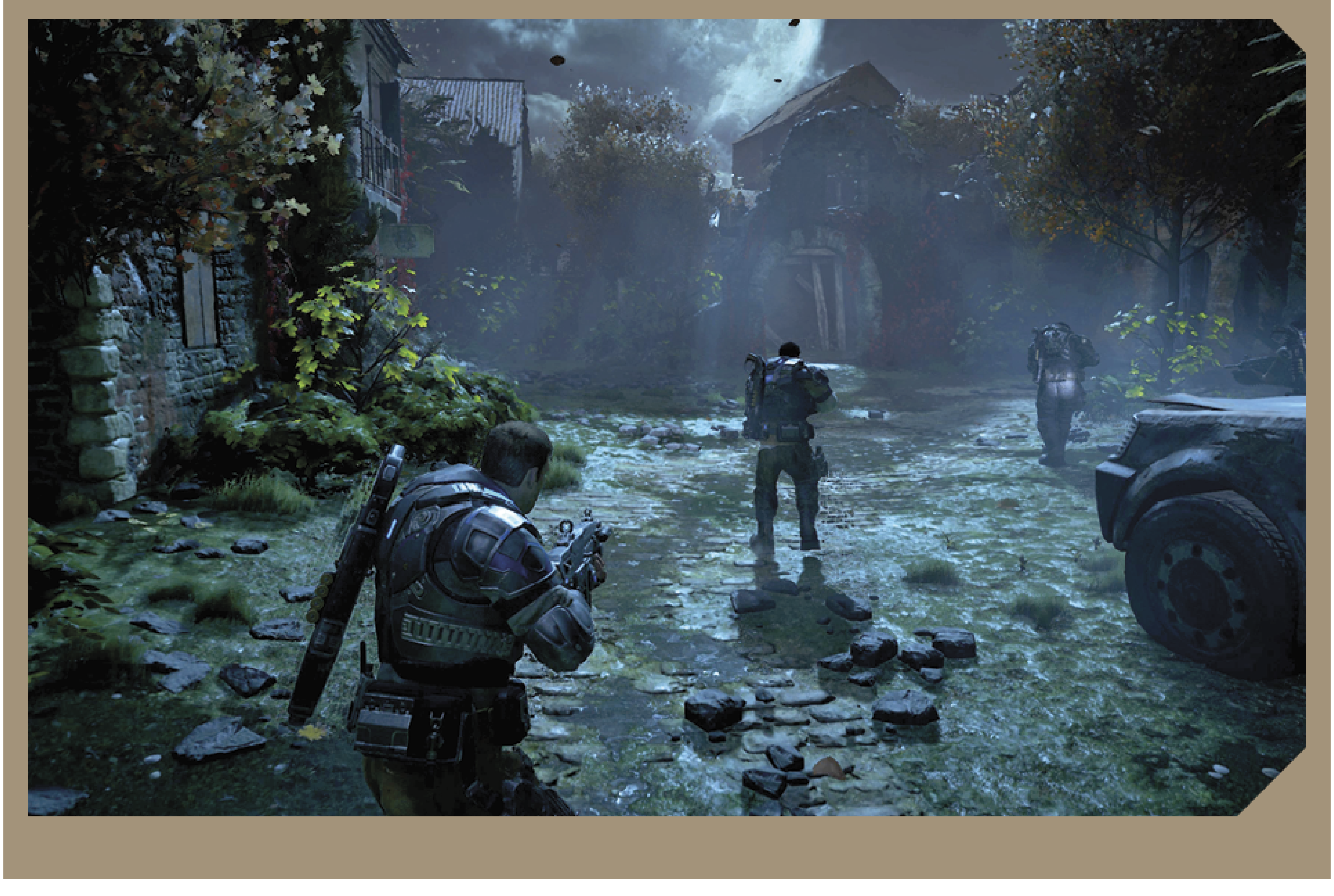
FORT REVAL

OBJECTIVE: FOLLOW MARCUS THROUGH THE FORT

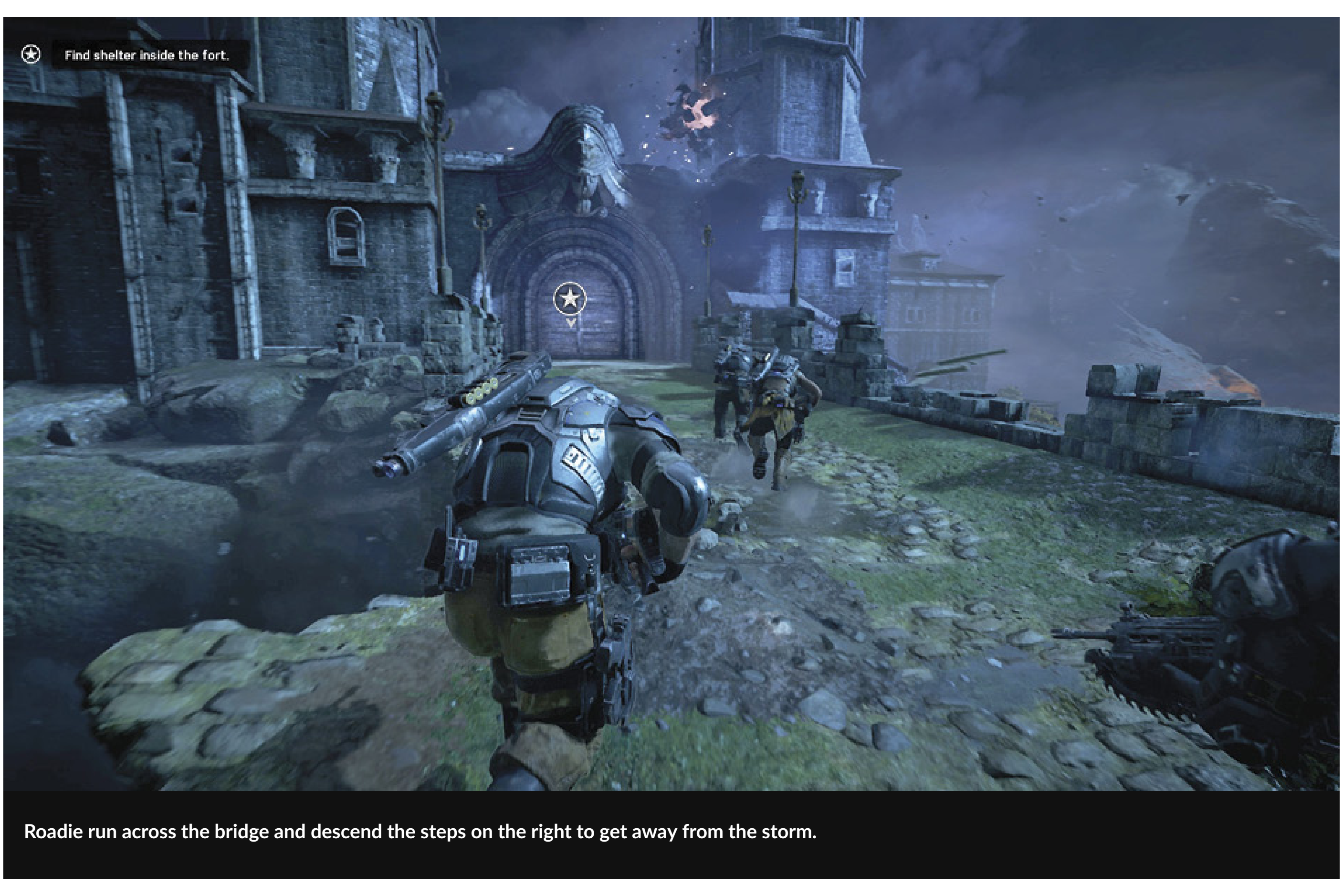
Walk alongside the others as Marcus leads the group past the streets and courtyards of the lower Fort Reval town. Marcus shares a bit of history about the fort's use in the Locust disposal—and about the crystal that JD found.

[1] COG ID BRACELET

This COG ID Bracelet is in the weeds to the left of the stone arch near the start of the chapter. Follow Marcus downhill toward the fort and check the ground to the left of the arch right before Kait finds water.



Proceed up the stairs and into the courtyard where the roofing tiles are knocked loose. Something is following the group, but they've got more pressing concerns. A Windflare is fast approaching. Sprint across the bridge toward the fort, break the chain on the gate on the right, and descend the steps to safety.

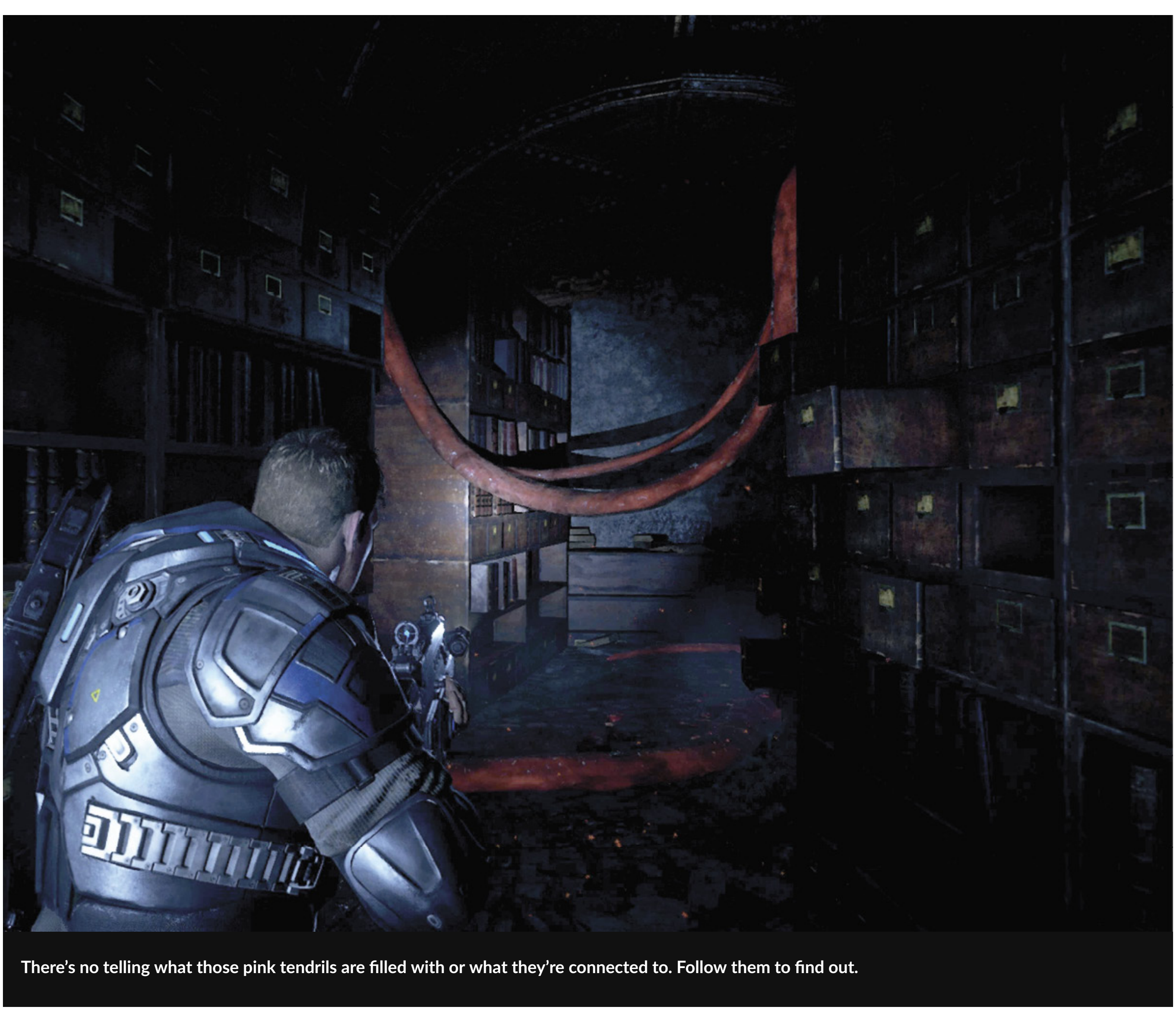


Find shelter inside the fort.

Roadie run across the bridge and descend the steps on the right to get away from the storm.

LIGHTING UP THE DARK

The Lancer comes equipped with a flashlight that helps you see in the dark, but the other weapons don't. Keep the Lancer handy when making your way through the fort. The light helps; the chainsaw will help even more.

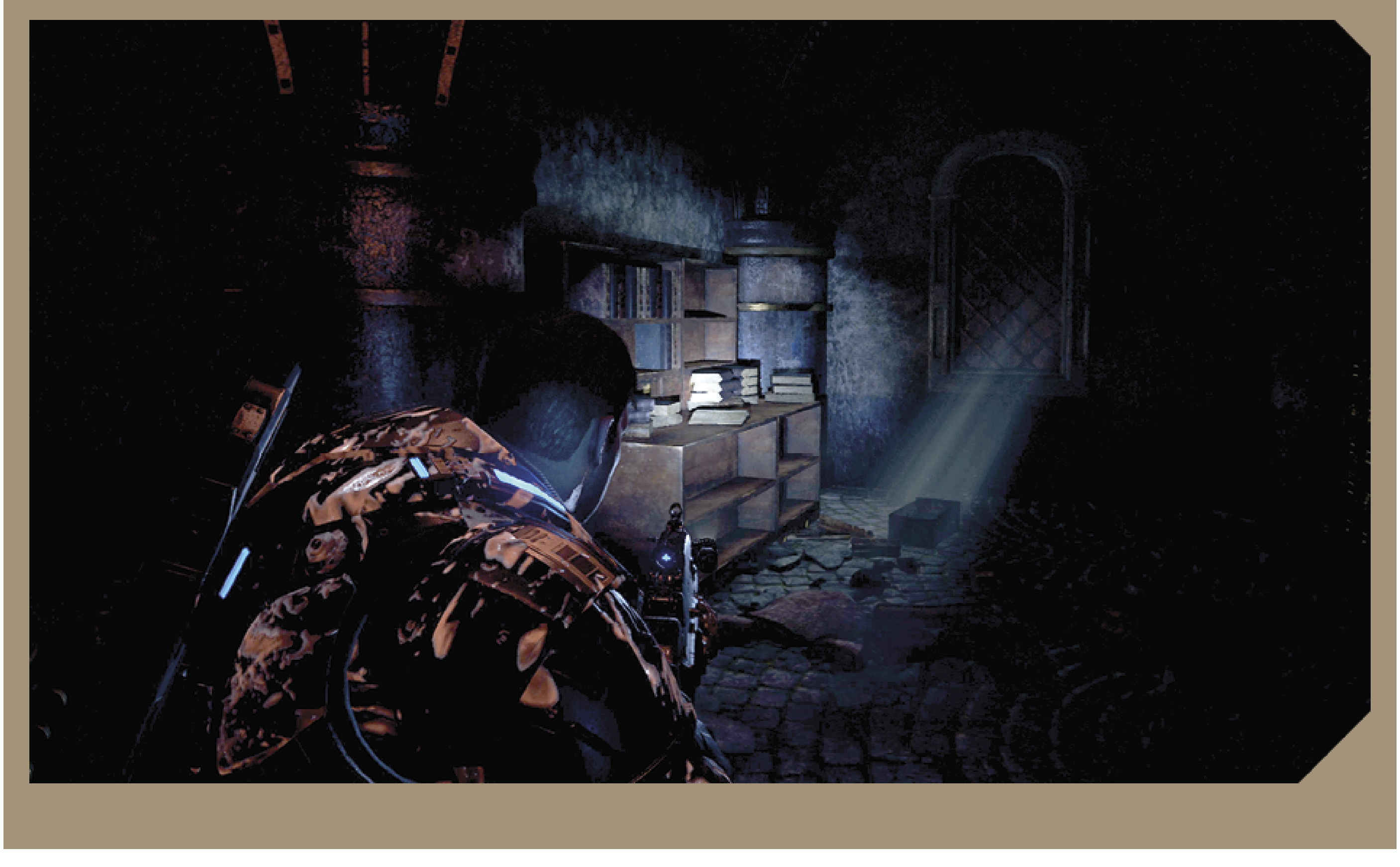


There's no telling what those pink tendrils are filled with or what they're connected to. Follow them to find out.

Make your way through the fort's archives room to the pink tubular object in the distance. Follow the cord to a nest of similar tubing. Inspect the pink material on the ground before moving on.

[2] ANCIENT BOOK

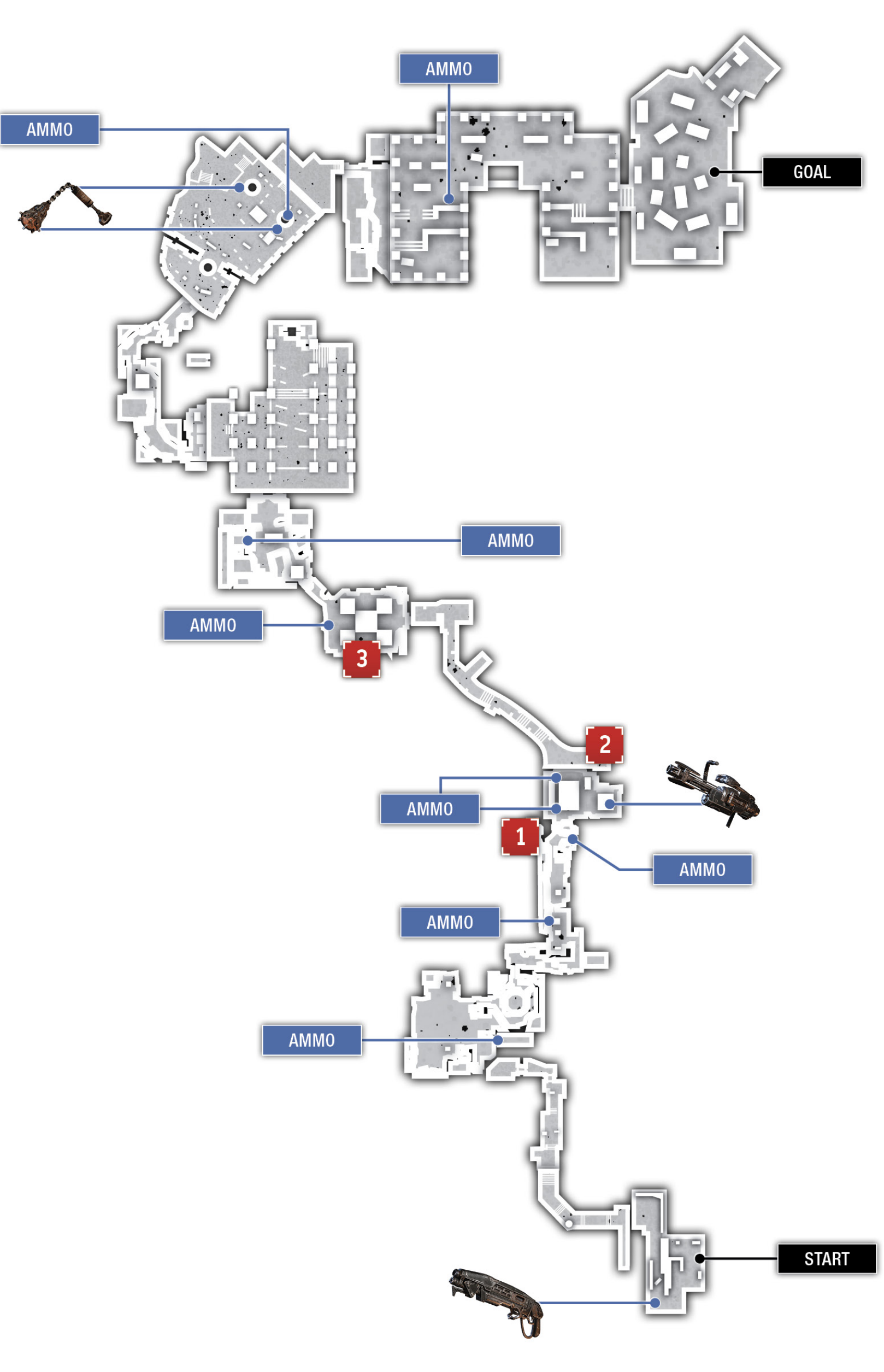
This collectible is on the desk to the right of the pink puddle that JD interacts with. Be sure to pick it up before exiting through the door to the left.



The group soon finds a pink organic pod that, when cut open, reveals the human remains of a COG soldier floating in an ooze of sorts. Perhaps one of Jinn's missing people. Follow Marcus up Monktrip Alley, past the other pods, to the courtyard in the distance.

Act 3

Chapter 2: Night Terrors



COLLECTIBLES

1	Medical Supplies Status Form
2	COG Tag
3	Tourist Map Of Fort Reval

SITUATION OVERVIEW

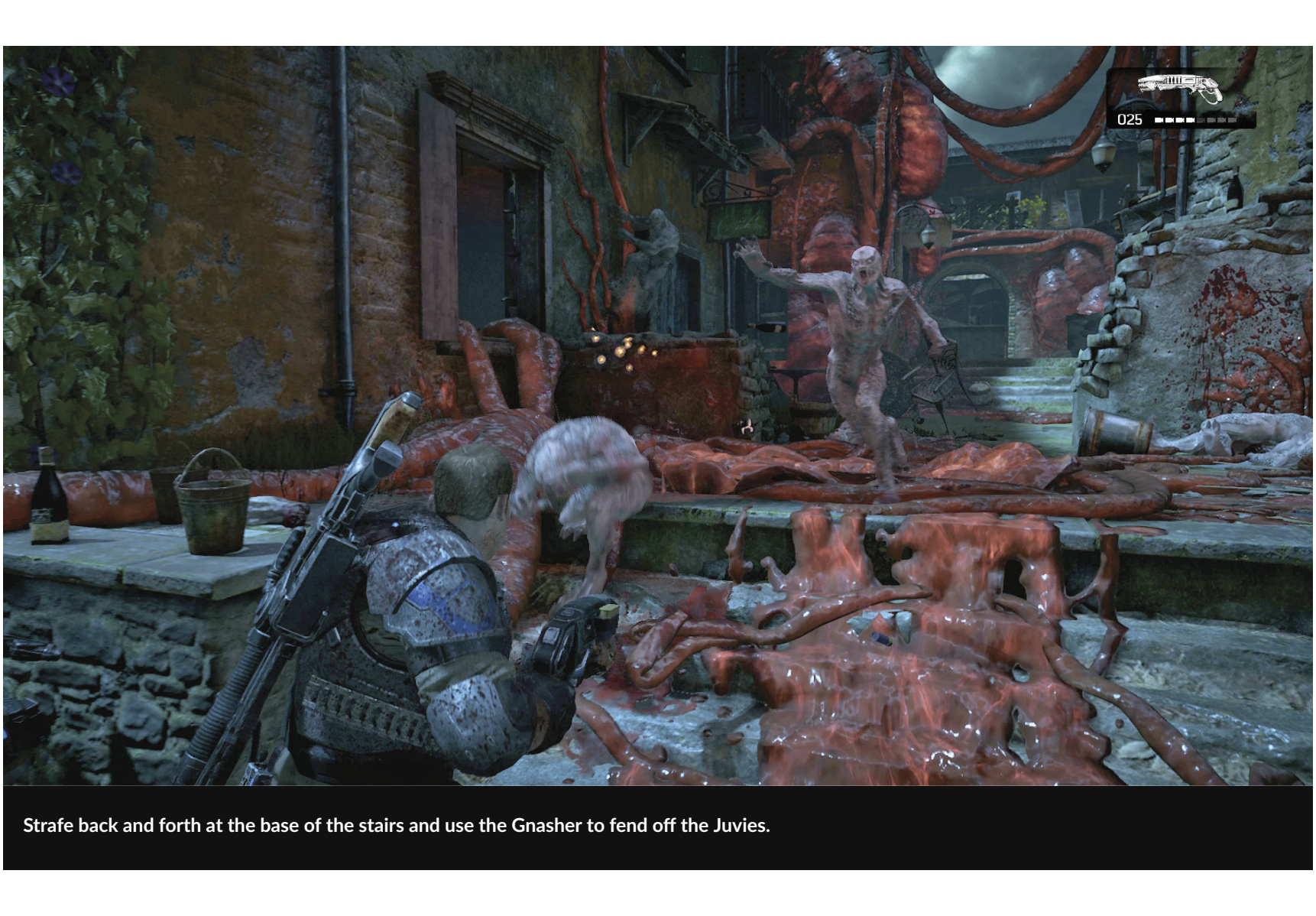
Marcus thought there might be a clue at the Locust burial site and now JD has no choice but to hope that's where the Swarm has taken his father. The group needs to find Marcus if they are to have any chance of uncovering the origin of the pods, the creatures that attacked the Outsider village, or of finding Reyna. There's no time to be upset or dwell on the worst-case scenario. They must track that Snatcher and find Marcus!

FORT REVAL

OBJECTIVE: FIND A WAY OUT

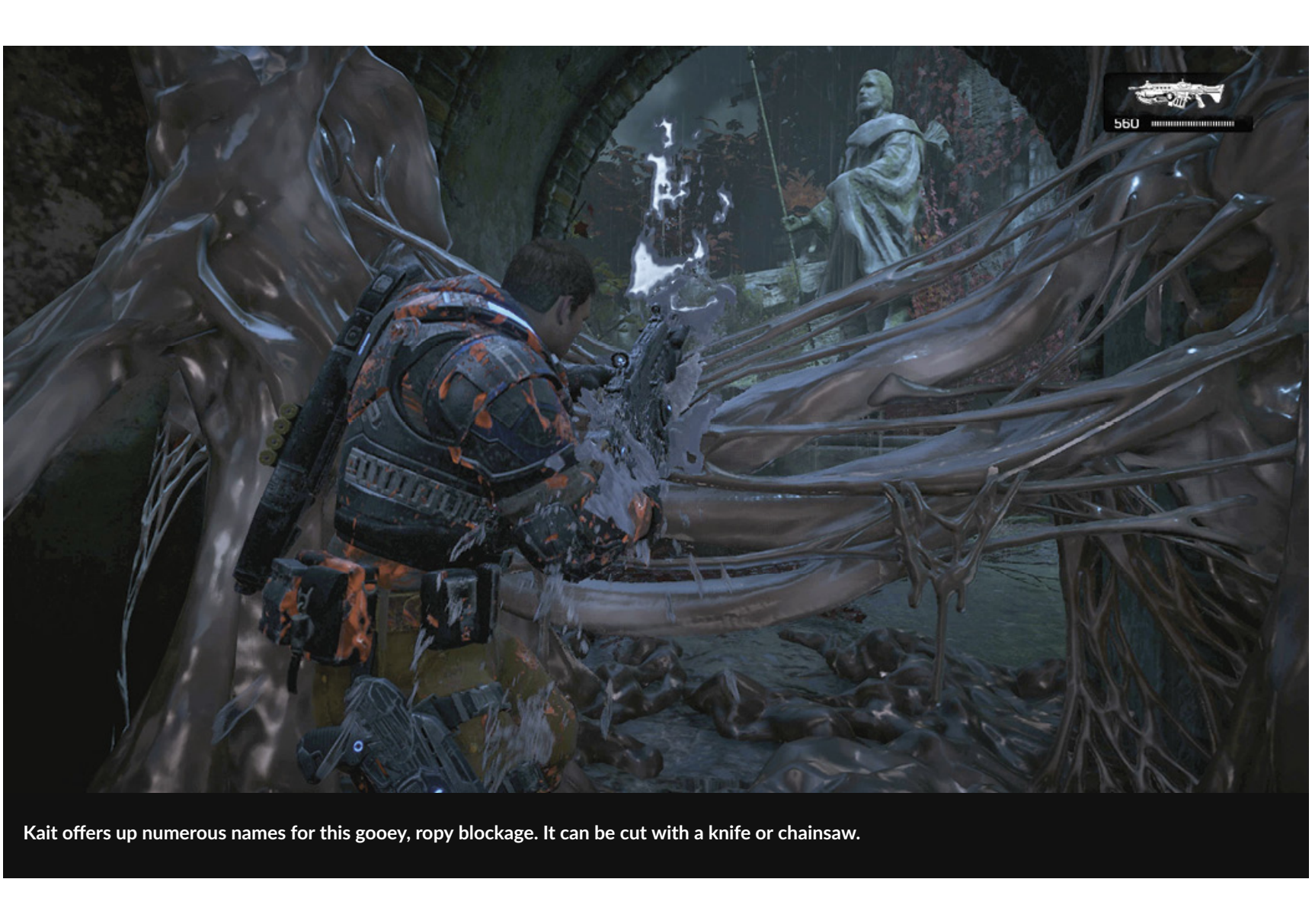
The trio fled behind the nearest door and barricaded themselves in. Now they need to find a way out. Push aside the shelving and head down the hallway toward the vine-like growth in the distance. Continue up the stairs to the doors in the distance and chainsaw through the pod on the other side of the door. Quickly switch to your Gnasher after cutting through the pod.

The Screamer released from the pod screams and wakes the other Juvies from the nearby pods, unleashing a small army of clawing, hopping creatures straight for JD and the others. Backpedal away from them, stay out of cover that they can hop over, and blast them with the Gnasher. They die easily and lack any ranged attacks, but they can inflict moderate damage if they get within arm's reach. Longtime *Gears of War* fans may want to think of the Juvies as taller, slightly faster versions of the Locust Wretches (encountered during the Prologue).


Strafe back and forth at the base of the stairs and use the Gnasher to fend off the Juvies.

Kill the twenty or so Juvies that attack in this alley while taking care not to pop any additional pods. Continue to the building with the open window up ahead near the ammo crate. JD falls through the floor as you mantle the wall, but that's okay. The others will drop down and join him.

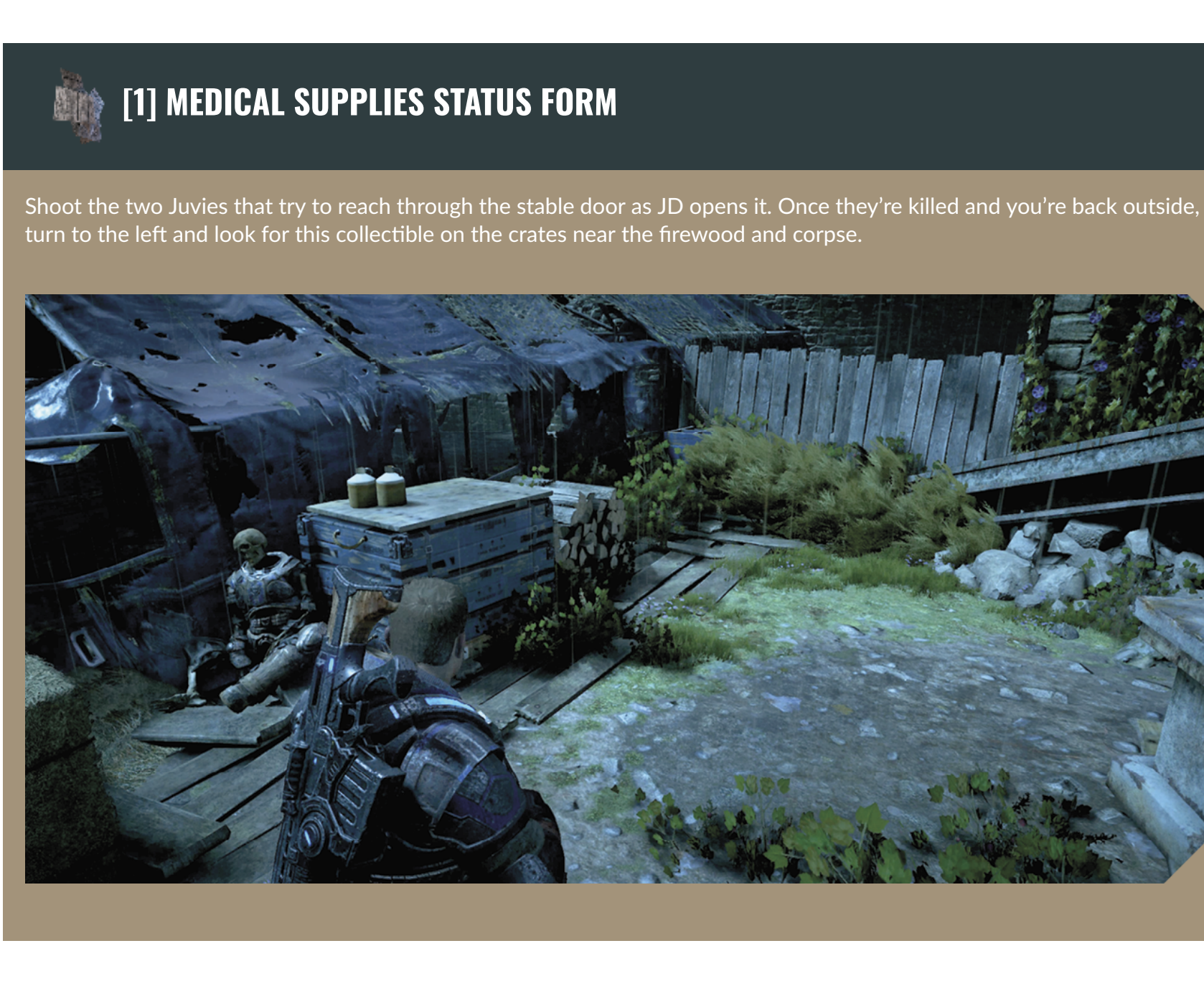
Lead the way through the maze of pods and up the stairs to the main floor. Collect the ammo from the room where JD fell through the floor, then saw through the ropy vines of "door snot."


Kait offers up numerous names for this gooey, ropy blockage. It can be cut with a knife or chainsaw.

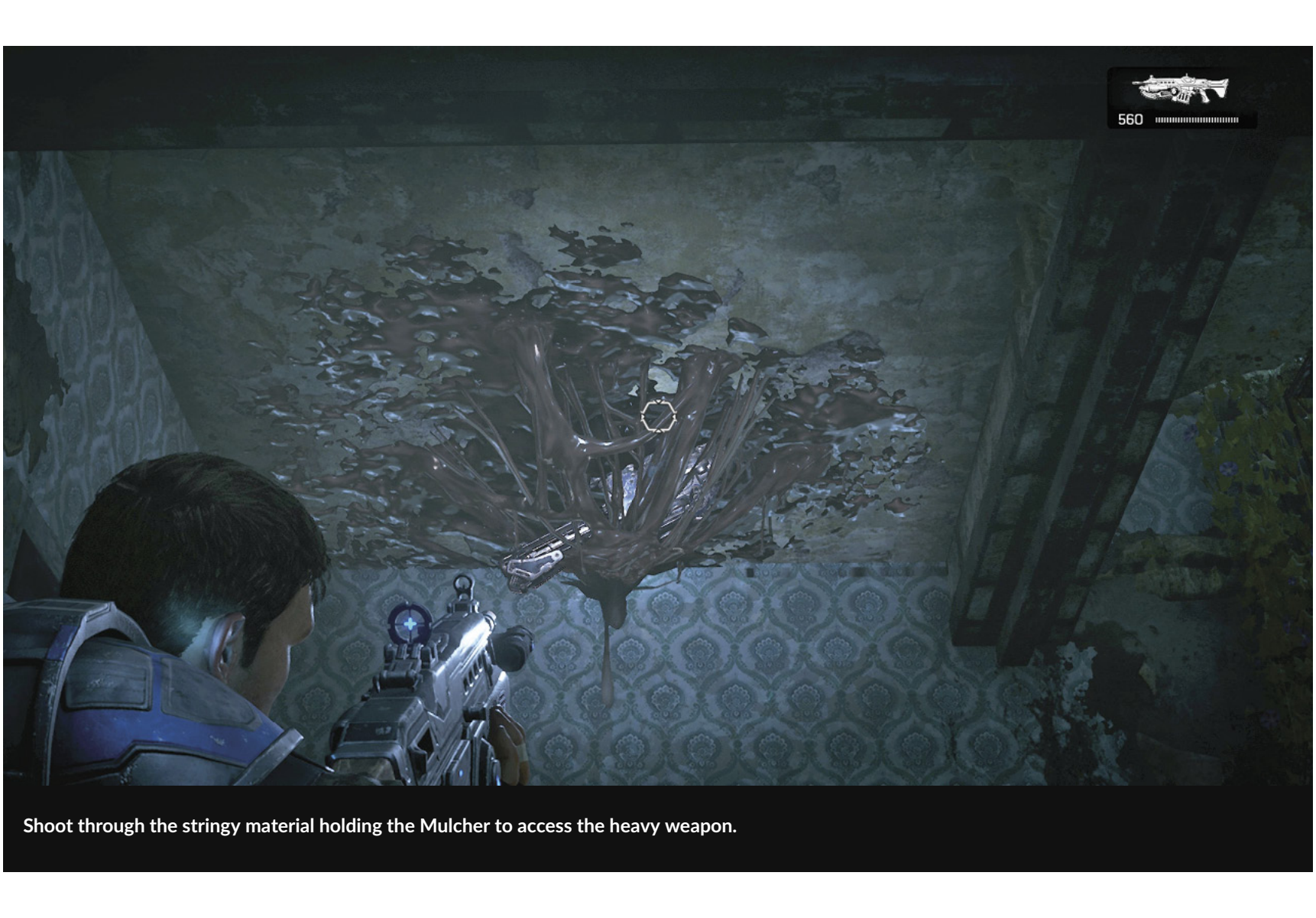
More Juvies attack outside, right after JD spots the Snatcher in the distance. Continue to use the Gnasher to dispatch the Juvies as you move through the stables and out the door on the other side. Stay on guard until the two Juvies near the door have been slain.

[1] MEDICAL SUPPLIES STATUS FORM

Shoot the two Juvies that try to reach through the stable door as JD opens it. Once they're killed and you're back outside, turn to the left and look for this collectible on the crates near the firewood and corpse.



Lift the object barring the door and enter the next building. Head through the room on the right to find a second staircase that hasn't been destroyed. Kait calls your attention to a "snot bubble" hanging from the ceiling. Shoot it apart with the Lancer to free the Mulcher entangled within it. Kick open the red door and head outside, where JD spots the Snatcher once again.

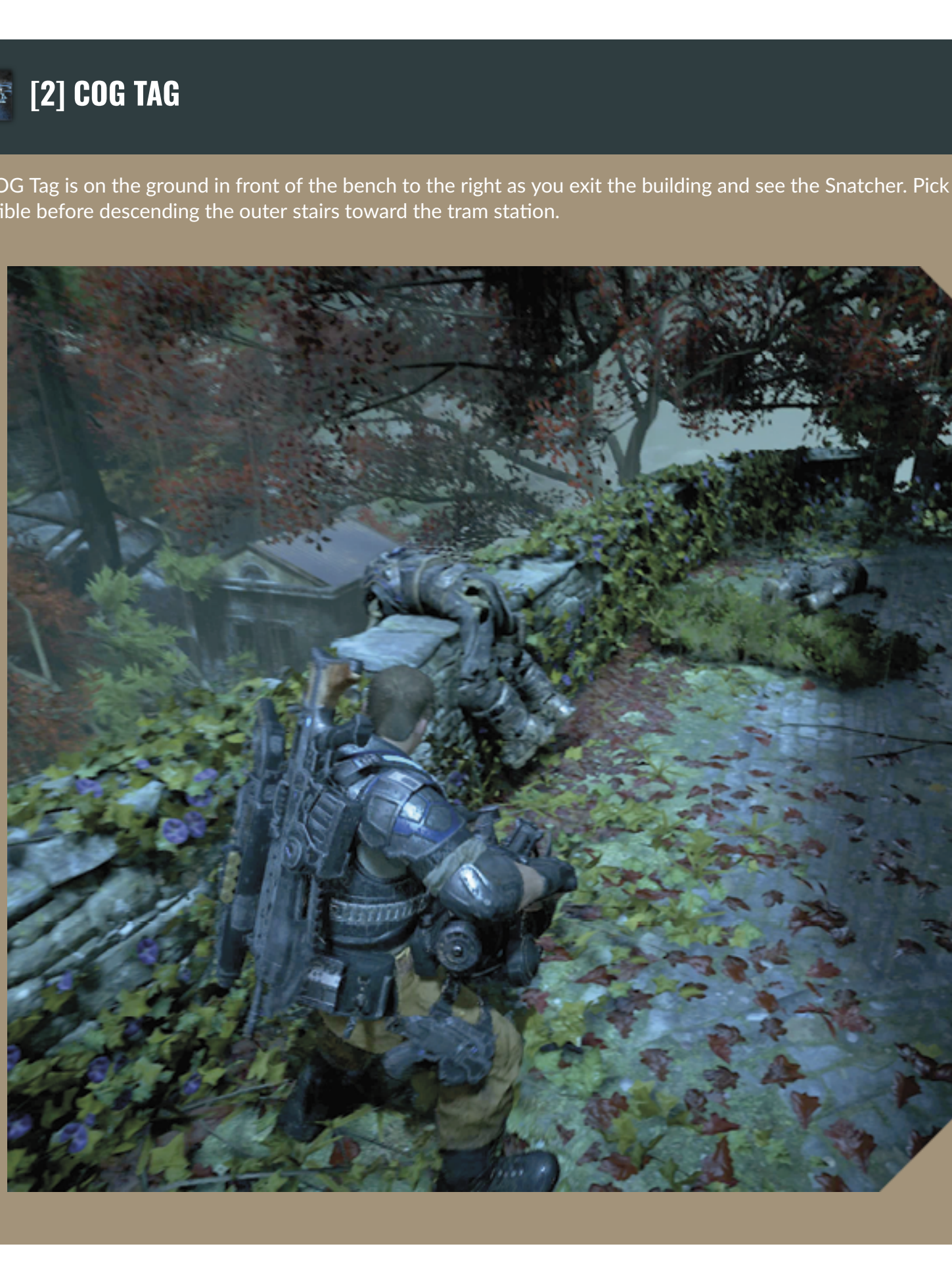

Shoot through the stringy material holding the Mulcher to access the heavy weapon.

SNOT BUBBLE WEAPONS

Watch for the shimmering silver ropy strands near the ceiling throughout Fort Reval, as many of these contain valuable weapons. There's no telling how they got up there, but it only takes a few rounds from the Lancer to cut them down.

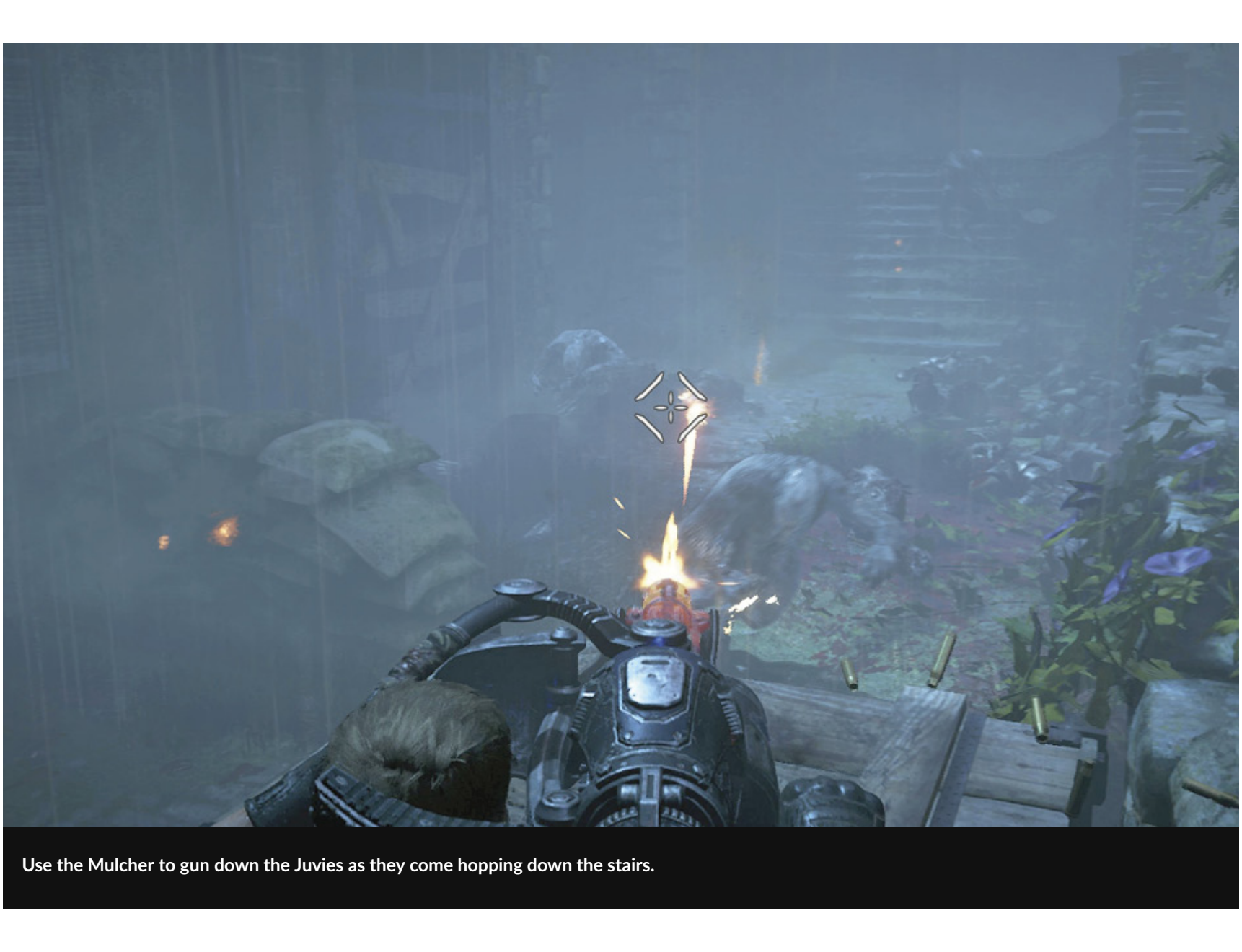
[2] COG TAG

The COG Tag is on the ground in front of the bench to the right as you exit the building and see the Snatcher. Pick up this collectible before descending the outer stairs toward the tram station.



OBJECTIVE: GET TO THE TRAM STATION

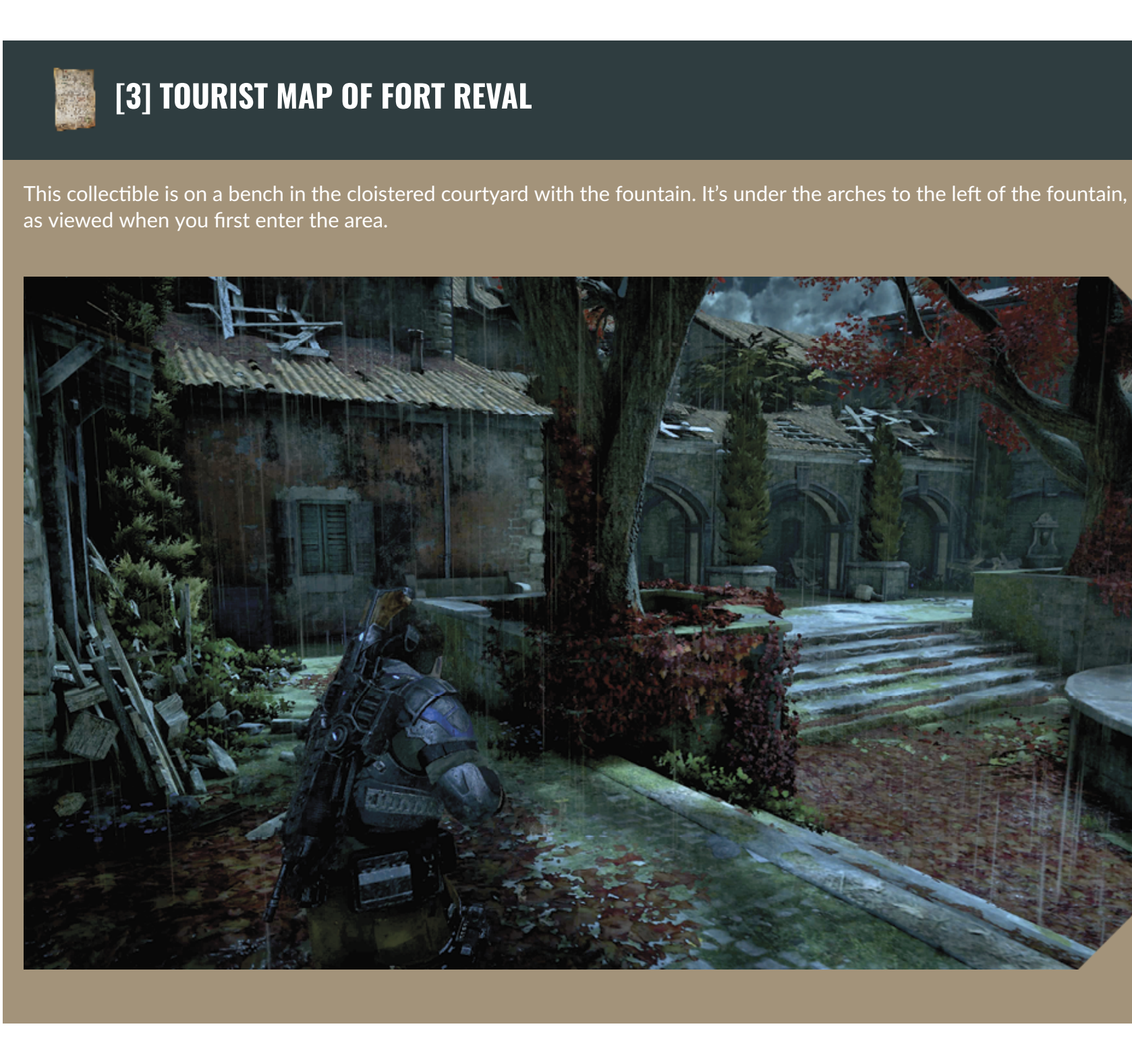
Follow the path to where Del sees the Juvies on the roof in the distance. Mount the Mulcher on the crate on the right, take aim at the stairs, and wait for the Juvies to come streaming toward you. Open fire to gun them down and don't be shy with the ammo. Use up the Mulcher's bullet supply, then switch to the Gnasher and fight your way up the stairs. If a Juvie vaults over the crate and kicks the Mulcher from your hands, don't worry. Just pick it up and fire the Mulcher from the hip.


Use the Mulcher to gun down the Juvies as they come hopping down the stairs.

Shoot your way past the remaining Juvies en route to the door leading to the courtyard up ahead. You can take a breather once you see the statue in the fountain and the red-leafed trees. There are no enemies here. Have a look around, collect some ammo, and locate the collectible. Continue on to the cathedral up ahead.

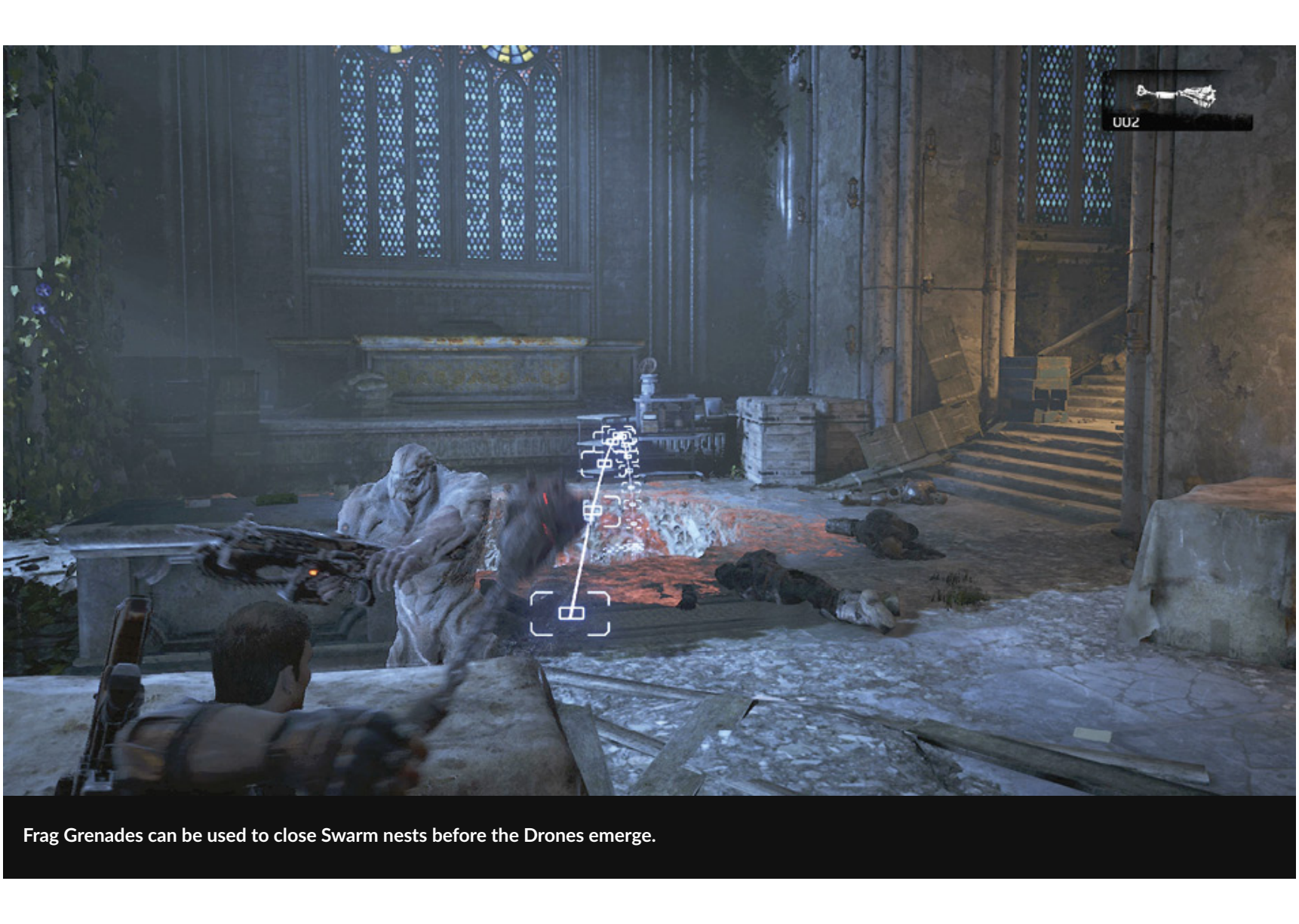
[3] TOURIST MAP OF FORT REVAL

This collectible is on a bench in the cloistered courtyard with the fountain. It's under the arches to the left of the fountain, as viewed when you first enter the area.



A Juvie inside the cathedral burrows into a nest of sorts and emerges as a Drone. These new upgraded forms of Swarm stand taller, can use weaponry, and will utilize cover. In many ways, they are like the Locust.

Take cover behind the nearest pew and open fire with the Lancer on any part of the Drones that stick out from behind cover. Offer up enough suppression fire to keep them pinned in place, then flank around the left-hand side, using the columns for cover. Another nest is about to open near the altar. Ready a Frag Grenade and toss it over the table to close the nest before the Drones can emerge.

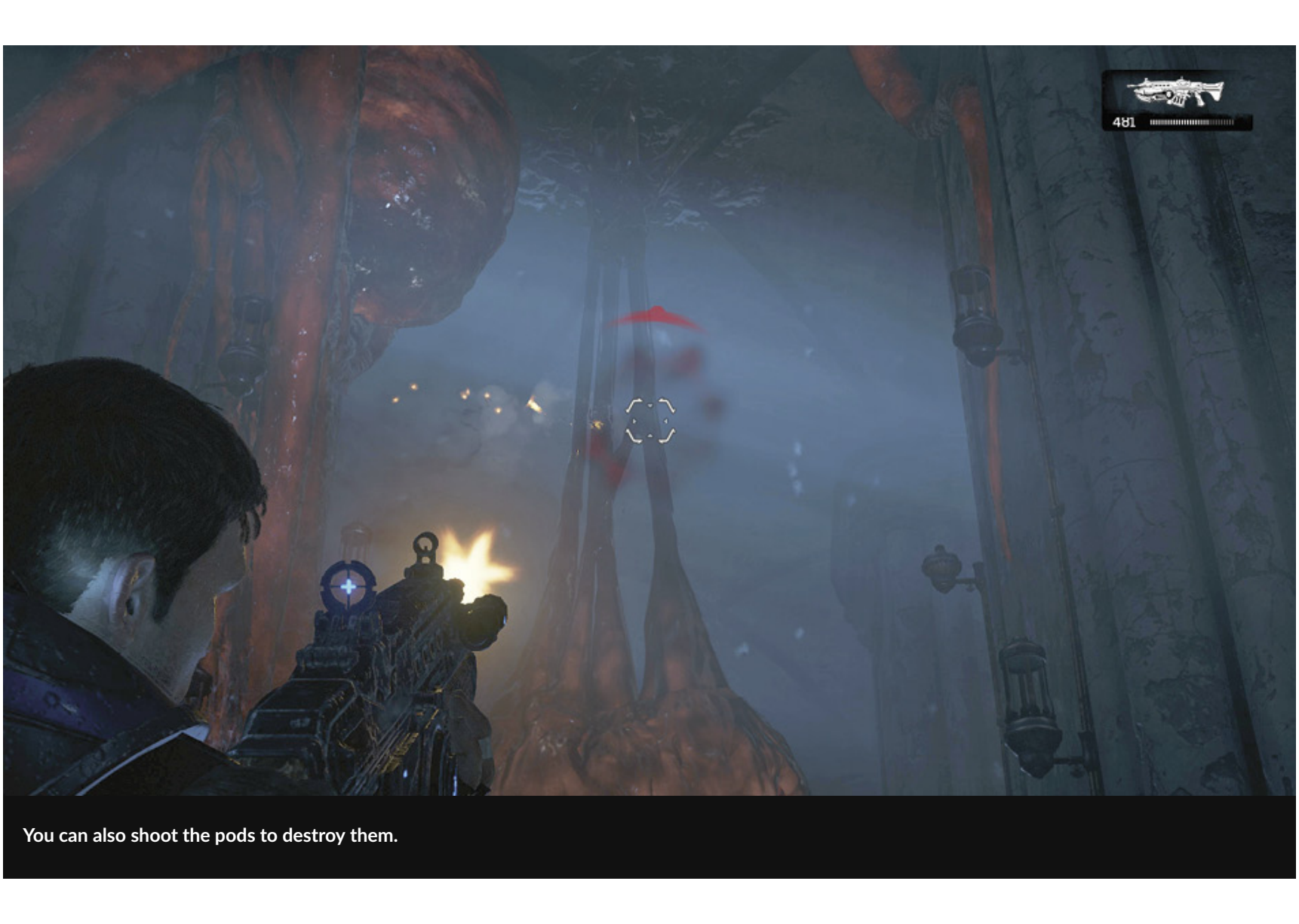

Frag Grenades can be used to close Swarm nests before the Drones emerge.

NESTING WEAPONRY

Swarm nests often contain valuable weapons. Always take a look inside the crater for a chance to find Frag Grenades, a Boomshot, or something else.

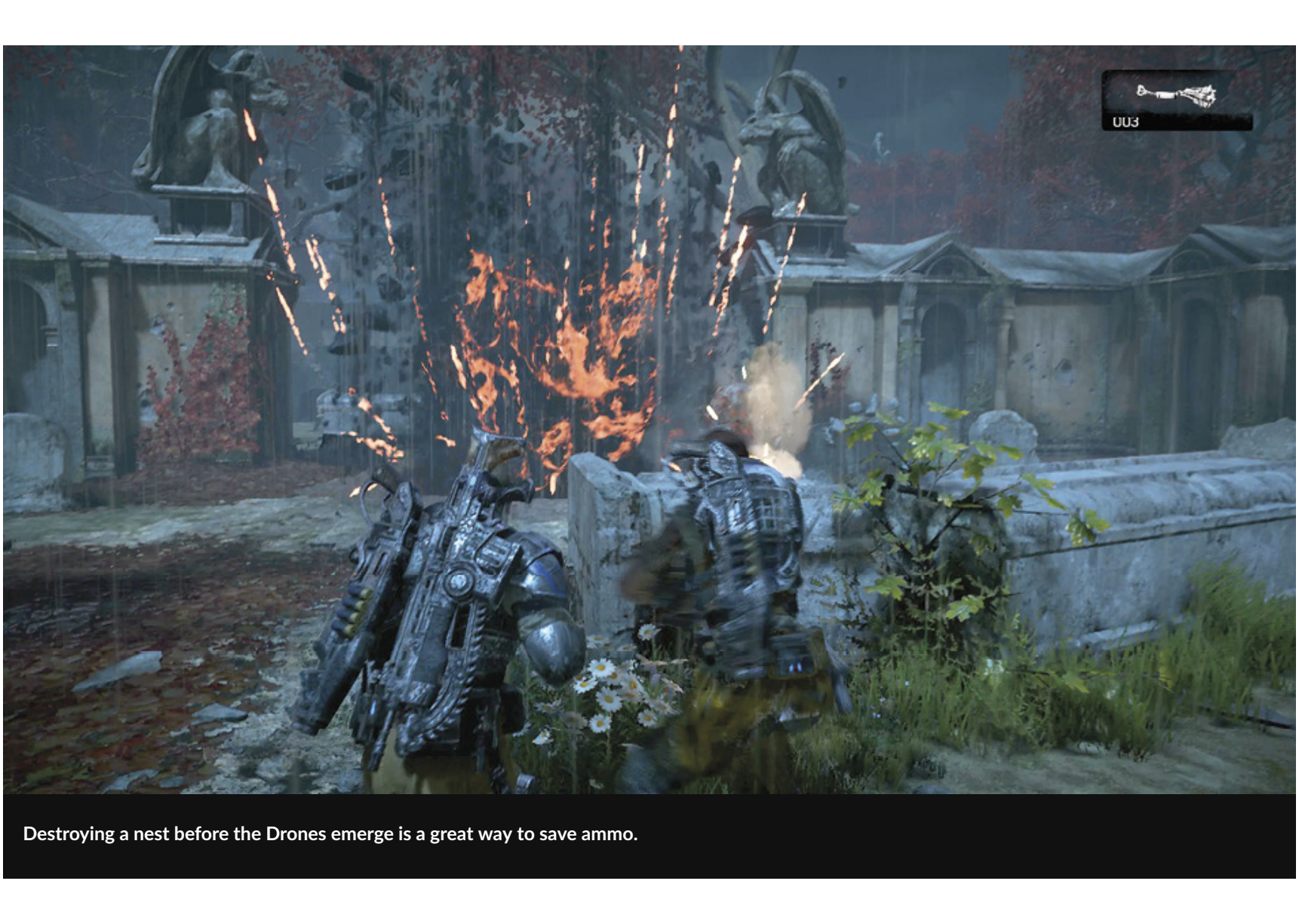
Finish off the Drones armed with Lancers and inspect the nest for Frag Grenades and any dropped weapons. Two more Drones burst through the door on the right, armed with a Hammerburst and Boltok. Dispatch these enemies and gather up the Boltok before leaving.

Use the Lancer to shoot through the vines suspending the pod above the floor in the hallway. Take cover behind the fallen pod, then quickly shoot the second pod free as well. This one should fall and crush the Drone in the distance. It's always a gamble to add more pods to the battlefield, since those that are shot may release a Juvie, but the extra cover is often worth the risk.

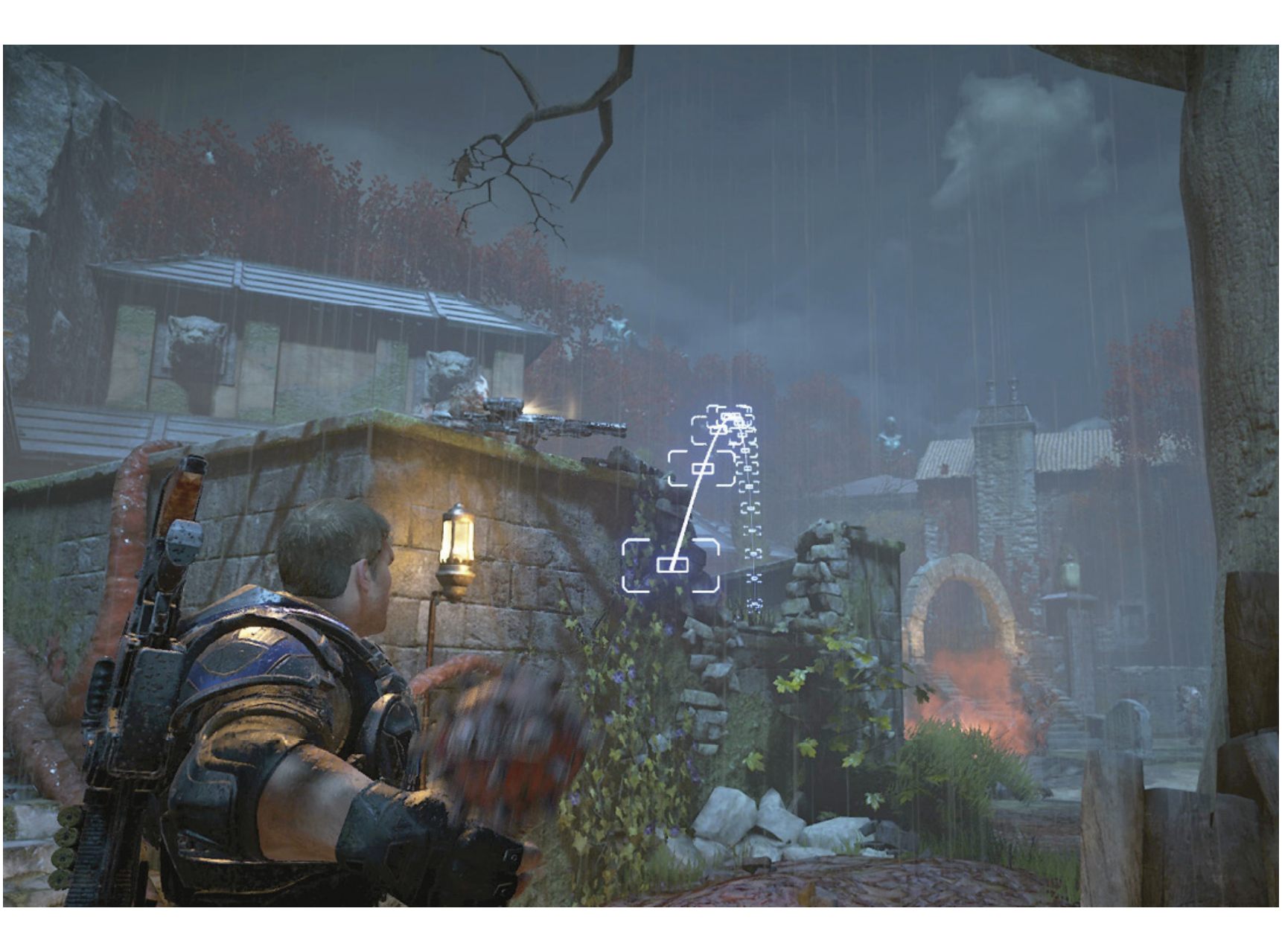

You can also shoot the pods to destroy them.

Collect the Lancer ammo from the dropped weapons and step out onto the balcony. Shoot the pod free above the screaming Juvie to crush it, then follow the upper walkway to the left. Drop additional pods for cover as needed and sweep your way around the balcony in a clockwise direction, taking out the Juvies and Drones as you go. Switch to the Gnasher and use the columns near the exit for cover as you move in close and blast the Drones in two pieces.

Kick the door open and step back out into the rain. Follow the path through the graveyard to the gate. Equip a Frag Grenade, kick open the gate, and get ready to toss the grenade at the nest opening up ahead. Duck into cover near the nest and ready the Lancer or Hammerburst, as there's a Sniper Drone atop the wall to the left.


Destroying a nest before the Drones emerge is a great way to save ammo.

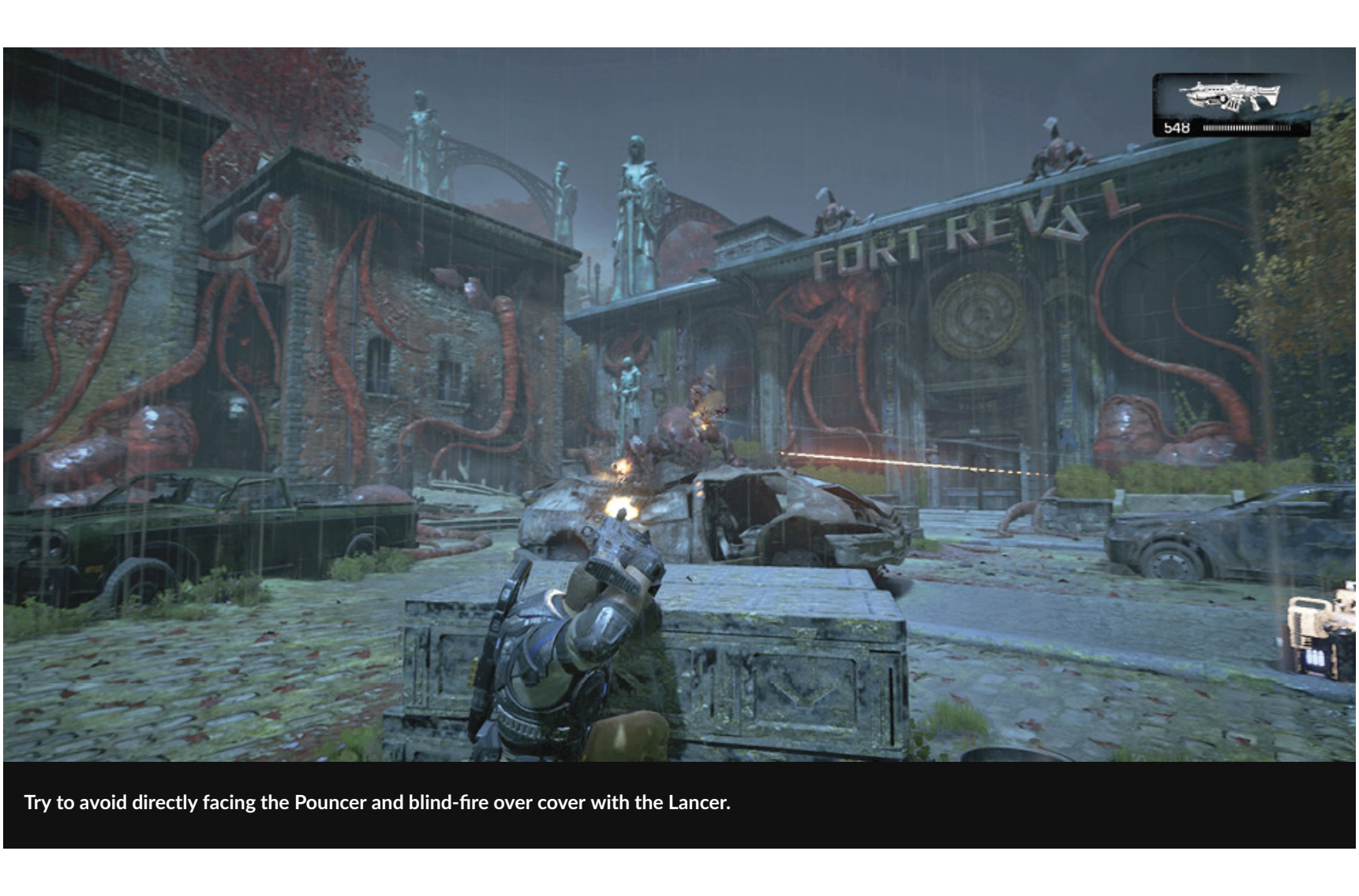
Cover-swap your way to left, moving from stone to stone so you can close on the Sniper Drone's position. Lob a Frag Grenade up onto the platform where he's standing or rush him with the Gnasher. Have another Frag Grenade ready for the nest about to open in the center of the graveyard.

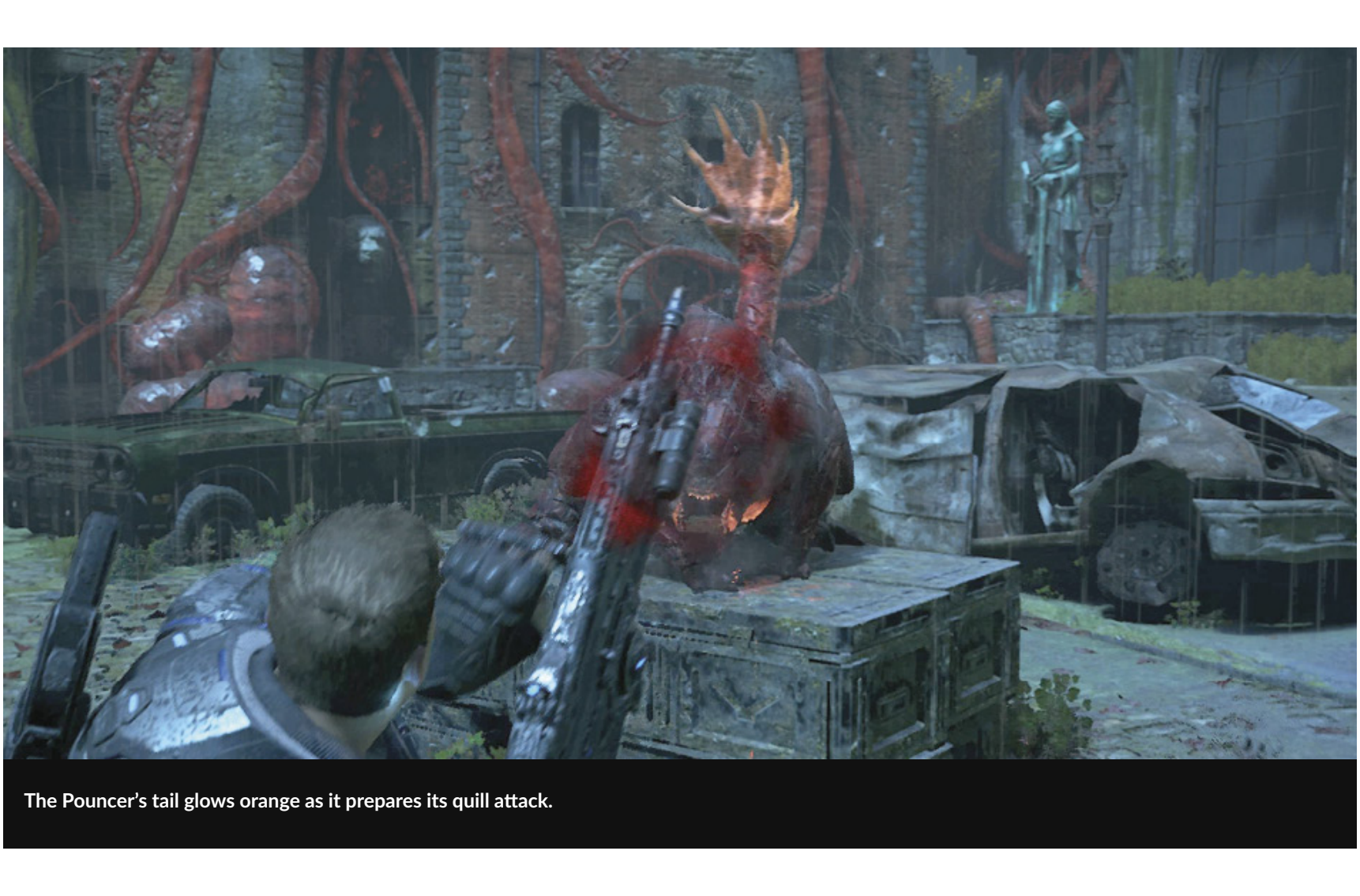


Rush up the stairs, claim the Longshot from the dead Sniper Drone, and pick off any remaining Drones down below. Toss another Frag Grenade at the nest in the distance if you haven't closed it already. Replenish your Frag Grenade supply with the ones found in the nests, then break through the chained gate and exit the graveyard.

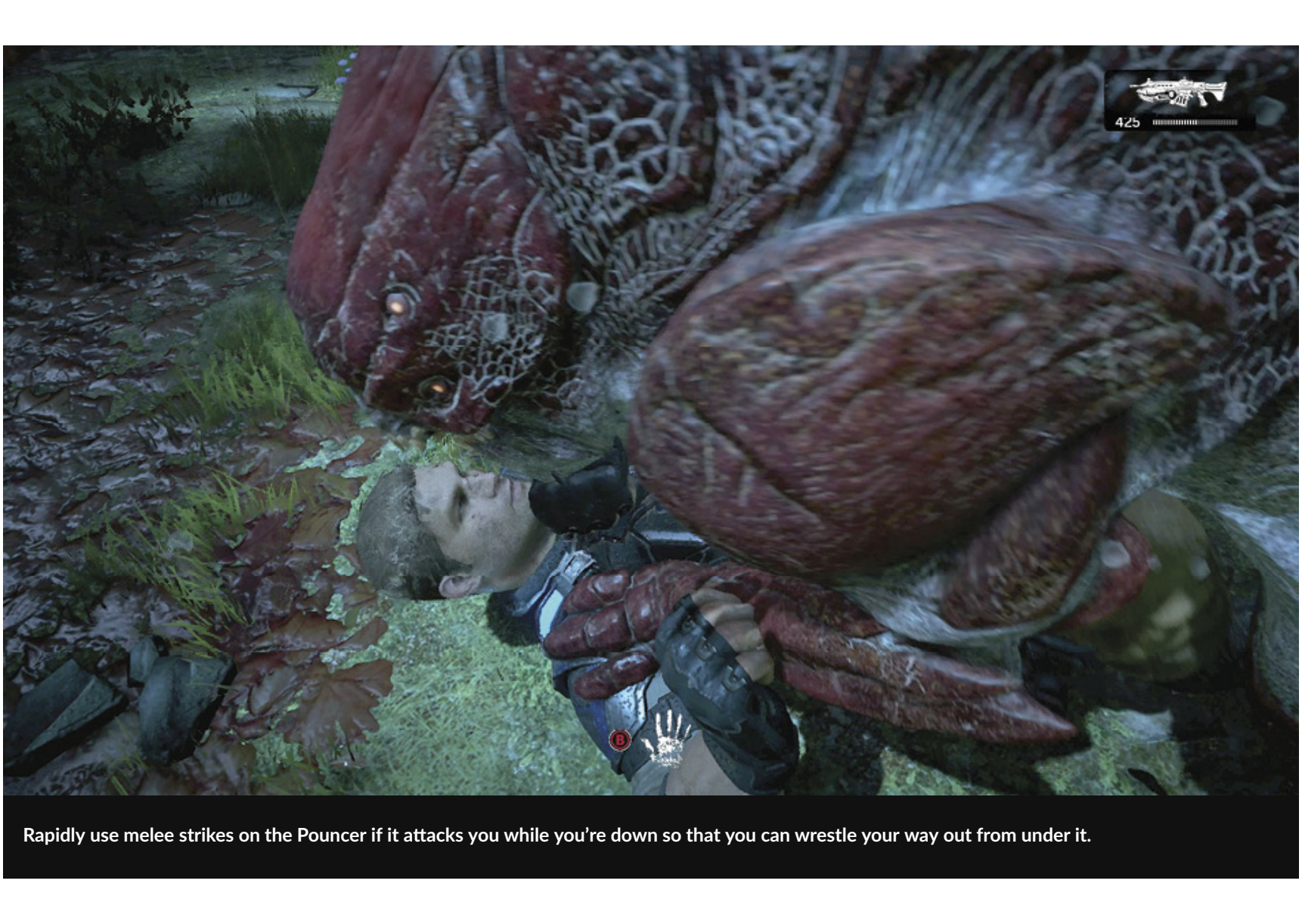
Continue through the ruined buildings up ahead and follow the brick path to the sign for the Fort Reval Keep. Cautiously enter the parking area outside the tram station.

A creature known as a Pouncer attacks the group outside the tram station. This large beast leaps from perch to perch and uses its tail to launch a barrage of deadly quills. An orange glow moves up its tail as it prepares to fling the next set of barbed quills. This is your cue to dodge-roll or slide behind cover, as the quills inflict heavy damage and can be fatal on harder difficulty settings. The Pouncer often fires three or four volleys of quills before leaping to a different piece of cover. Try to avoid being in cover behind the object the Pouncer is leaping to, as you'll be knocked aside and left vulnerable to an immediate quill attack.


Try to avoid directly facing the Pouncer and blind-fire over cover with the Lancer.


The Pouncer's tail glows orange as it prepares its quill attack.

Drop into cover as soon as the Pouncer appears and blind-fire at its body with the Lancer or Hammerburst. Keep your distance and try to avoid being directly in front of it whenever it's firing its quills. Move from cover to cover and continue firing at the Pouncer with the Lancer from afar. Two additional Pouncers attack after the first one has been defeated, so don't let your guard down.


Rapidly use melee strikes on the Pouncer if it attacks you while you're down so that you can wrestle your way out from under it.

REMOTE REVIVE

Don't worry too much if one of your allies is downed by the Pouncer, as it will leap onto them in attempt to maul them at close range. Open fire on the Pouncer as it's attacking your downed ally. Not only will this damage the Pouncer and send it fleeing, but rescuing your ally from the Pouncer's maw effectively revives them as well.

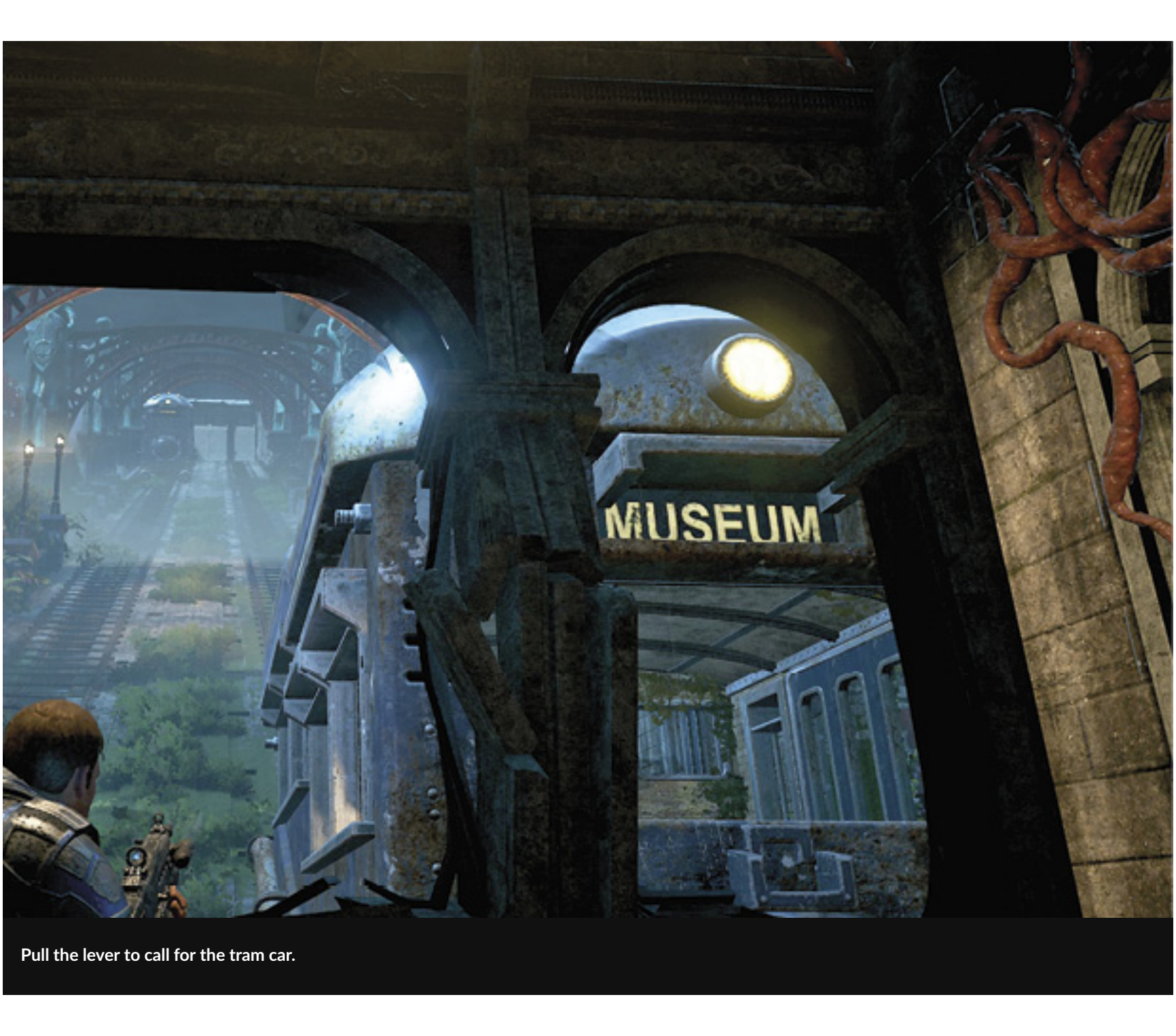
POUNSUS INTERRUPTUS

One of the quickest ways to kill a Pouncer is to chainsaw it while it's airborne. Approach a Pouncer standing atop a piece of cover, back away from it a few steps, and rev your chainsaw once you have its attention. It might throw its quills and stun you, which can make it hard to recover in time, but it will leap at you if it is in range. Blast it out of the air with the Gnasher, but the Lancer's chainsaw is equally satisfying. If one of your allies is attacked, go to free them immediately.

OBJECTIVE : CALL THE TRAM DOWN

Kill the third Pouncer and gather up any available ammo and weaponry you see. Kick open the door to the tram station and loop around the perimeter in a counter-clockwise direction. Cut through the door snot and pull the lever to call for the tram car.

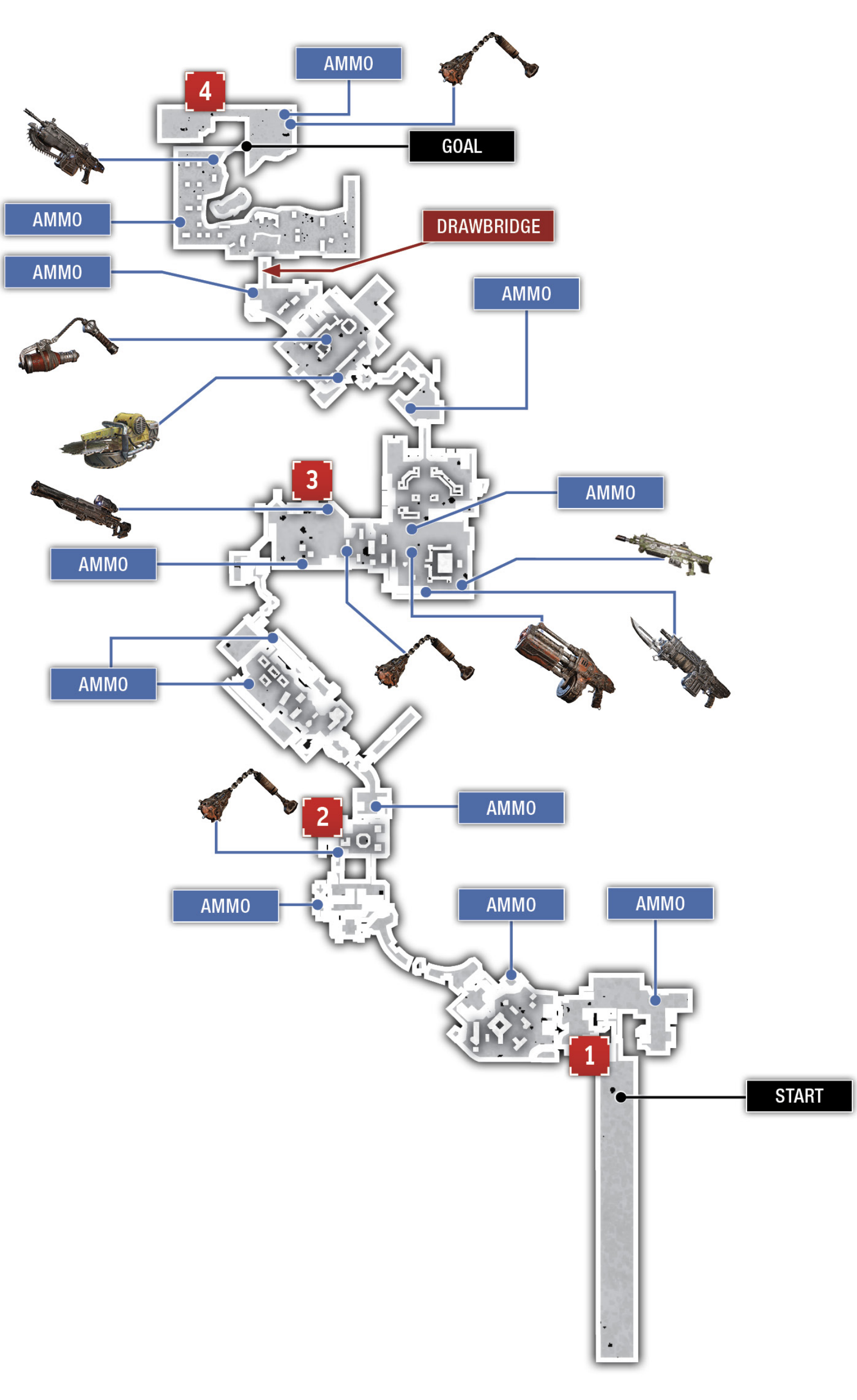
Board the tram via the platform up the stairs on the right. Del will get it working as soon as you're on board. And JD will find a way to speed things up.



Pull the lever to call for the tram car.

Act 3

Chapter 3: At the Doorstep



COLLECTIBLES

1	King Figurine Souvenir
2	Evacuation Procedures
3	Fort Reval Military Museum Pamphlet
4	COG Tag

SITUATION OVERVIEW

The squad has made their way through the lower grounds of Fort Reval and, thanks to a funicular ride, has quickly ascended to the upper part of the fortress. They haven't spotted the Snatcher in some time, but the Pouncers are a sure sign that they're getting close.

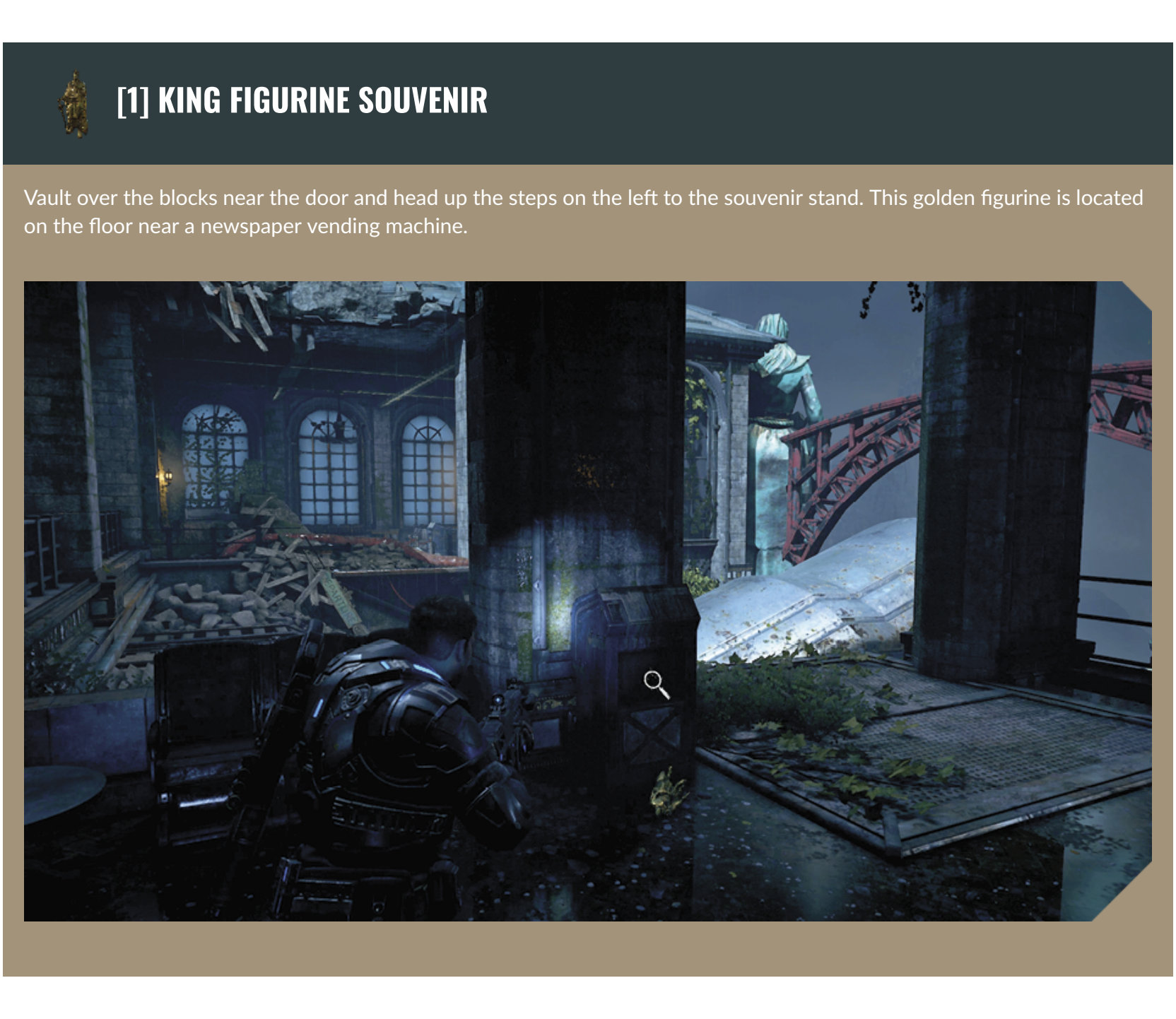
FORT REVAL MUSEUM

OBJECTIVE: FIND THE SNATCHER THAT TOOK MARCUS

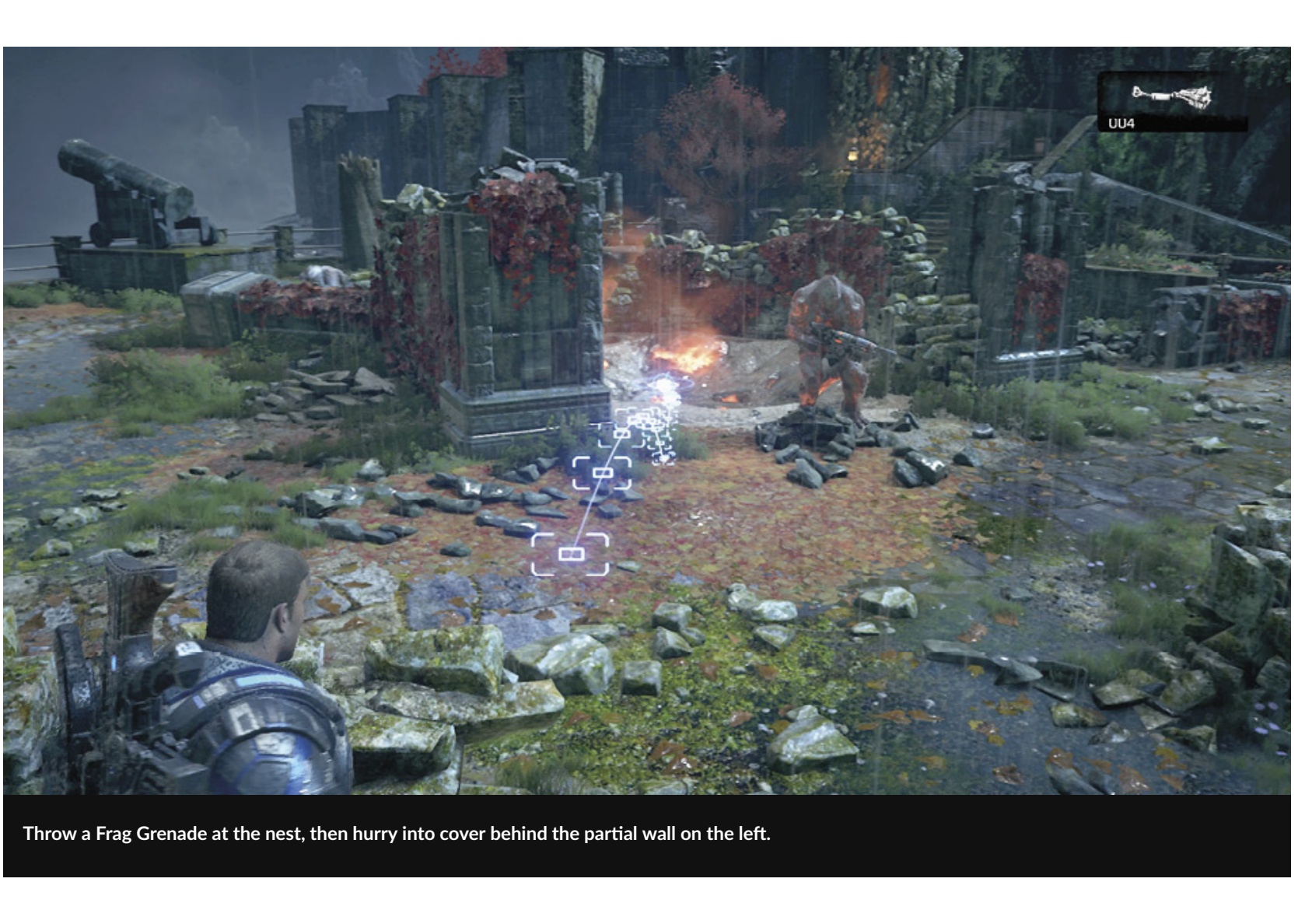
Exit the funicular and ascend the stairs to the right. Cut through the door snot to enter the funicular station and loop around the area in a counter-clockwise direction to find a way toward the museum.

[1] KING FIGURINE SOUVENIR

Vault over the blocks near the door and head up the steps on the left to the souvenir stand. This golden figurine is located on the floor near a newspaper vending machine.



Push open the door to head outside onto the upper courtyard of the keep. Toss a Frag Grenade at the nest that opens in the center and make your way behind cover on the left so you can have a clear shot of the Drones near the cannon and in the center area. Grenadier Drones may lob a Frag Grenade at you, so be on guard for hostile grenades.



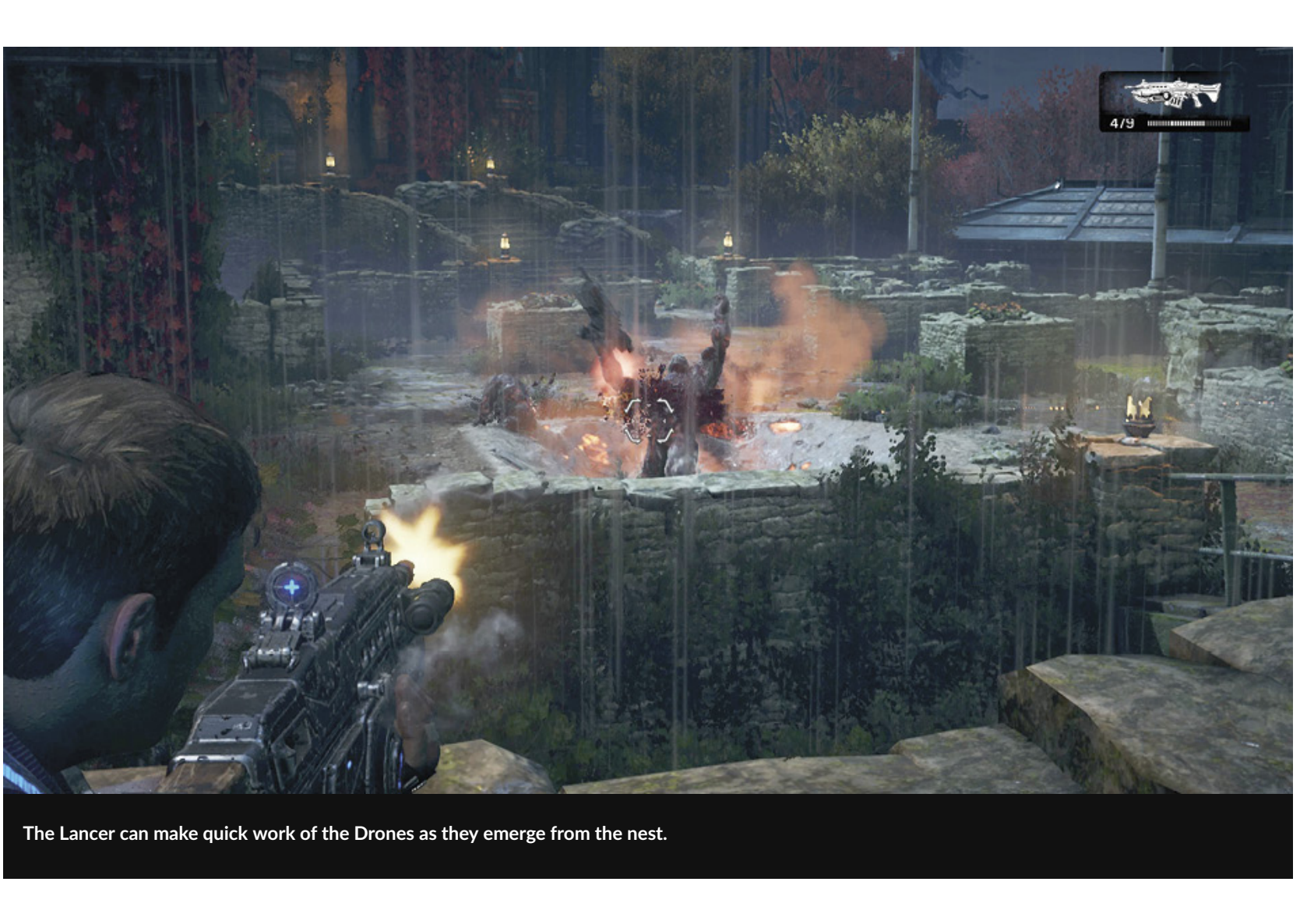
Throw a Frag Grenade at the nest, then hurry into cover behind the partial wall on the left.

Kick open the gate atop the stairs to continue after the Snatcher. The Snatcher is spotted atop the barracks in the distance and appears to be headed to the keep atop the hill. There's no time to worry about the mine right now; they've got to follow that Snatcher!

OBJECTIVE: FOLLOW THE SNATCHER TO THE KEEP

Follow the walkway around to where the next wave of Juvies attacks. Blast those closest to the squad with the Gnasher, then duck into the building on the left to gain some ammo and advance without being exposed.

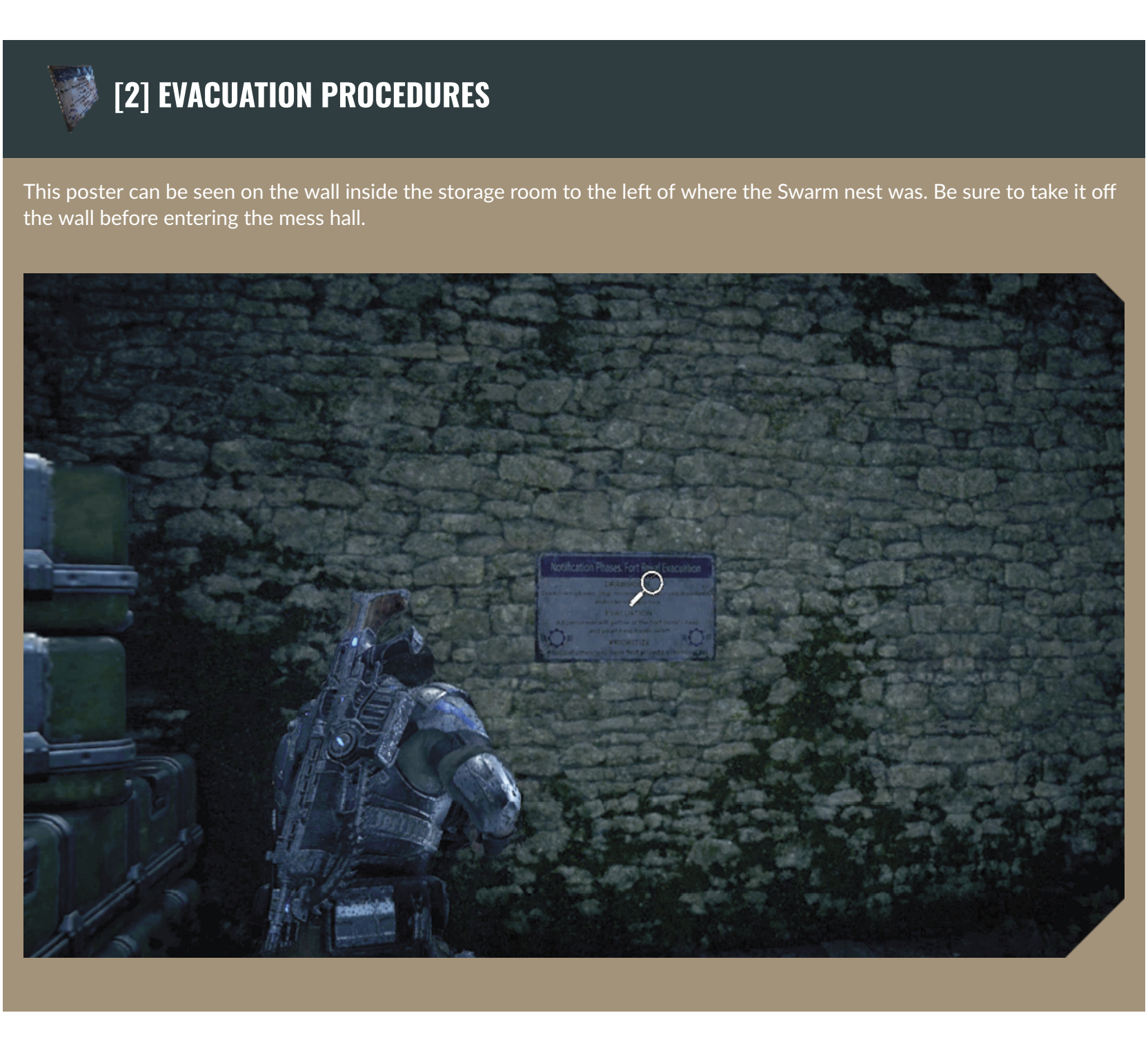
Take cover behind the wall outside the building and open fire on the Drones emerging from the nest near the flags. Hold this elevated position until you've gunned them all down, then advance along the left-hand side, grab the Frag Grenades behind the wall, and duck into the room on the left.



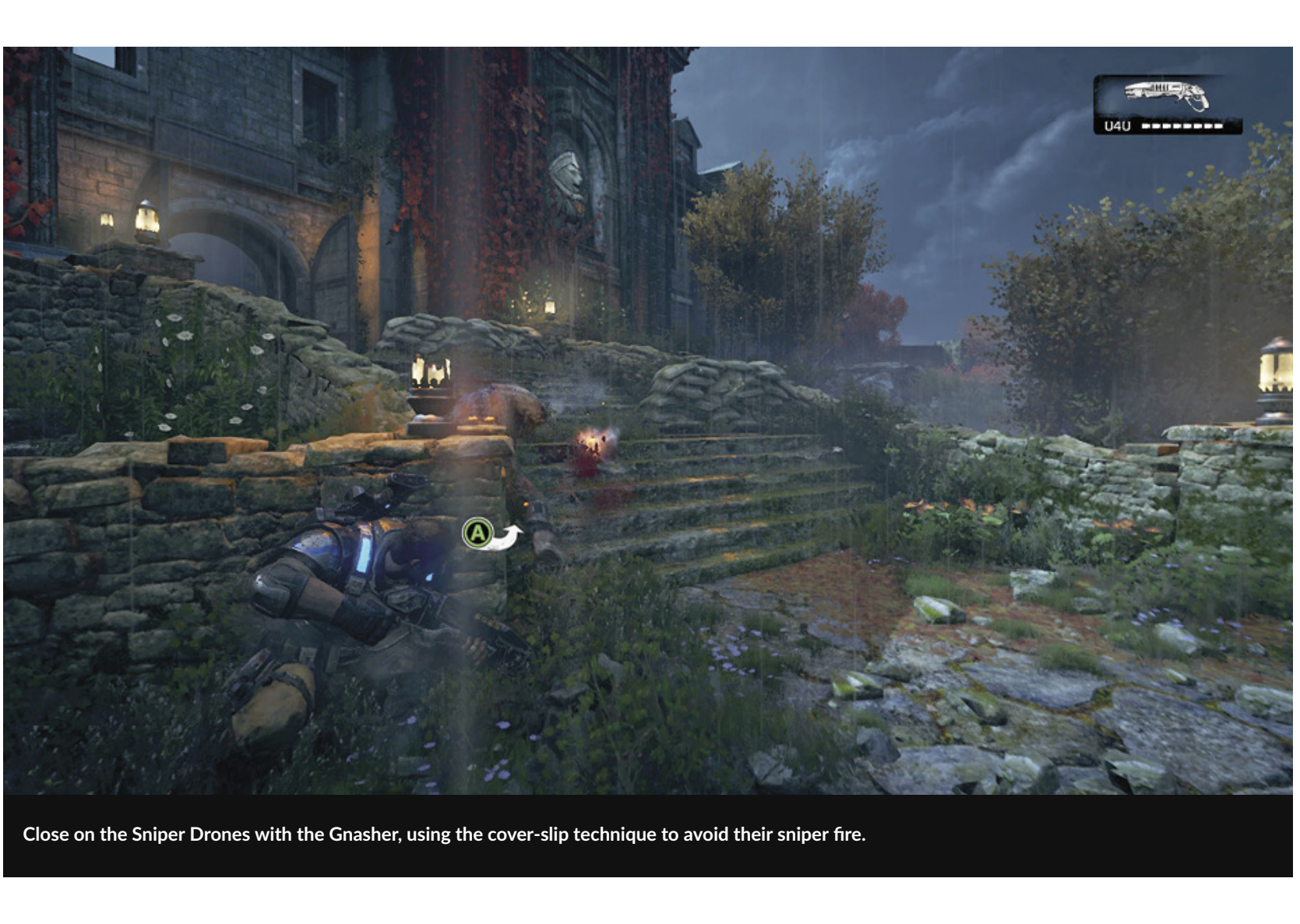
The Lancer can make quick work of the Drones as they emerge from the nest.

[2] EVACUATION PROCEDURES

This poster can be seen on the wall inside the storage room to the left of where the Swarm nest was. Be sure to take it off the wall before entering the mess hall.

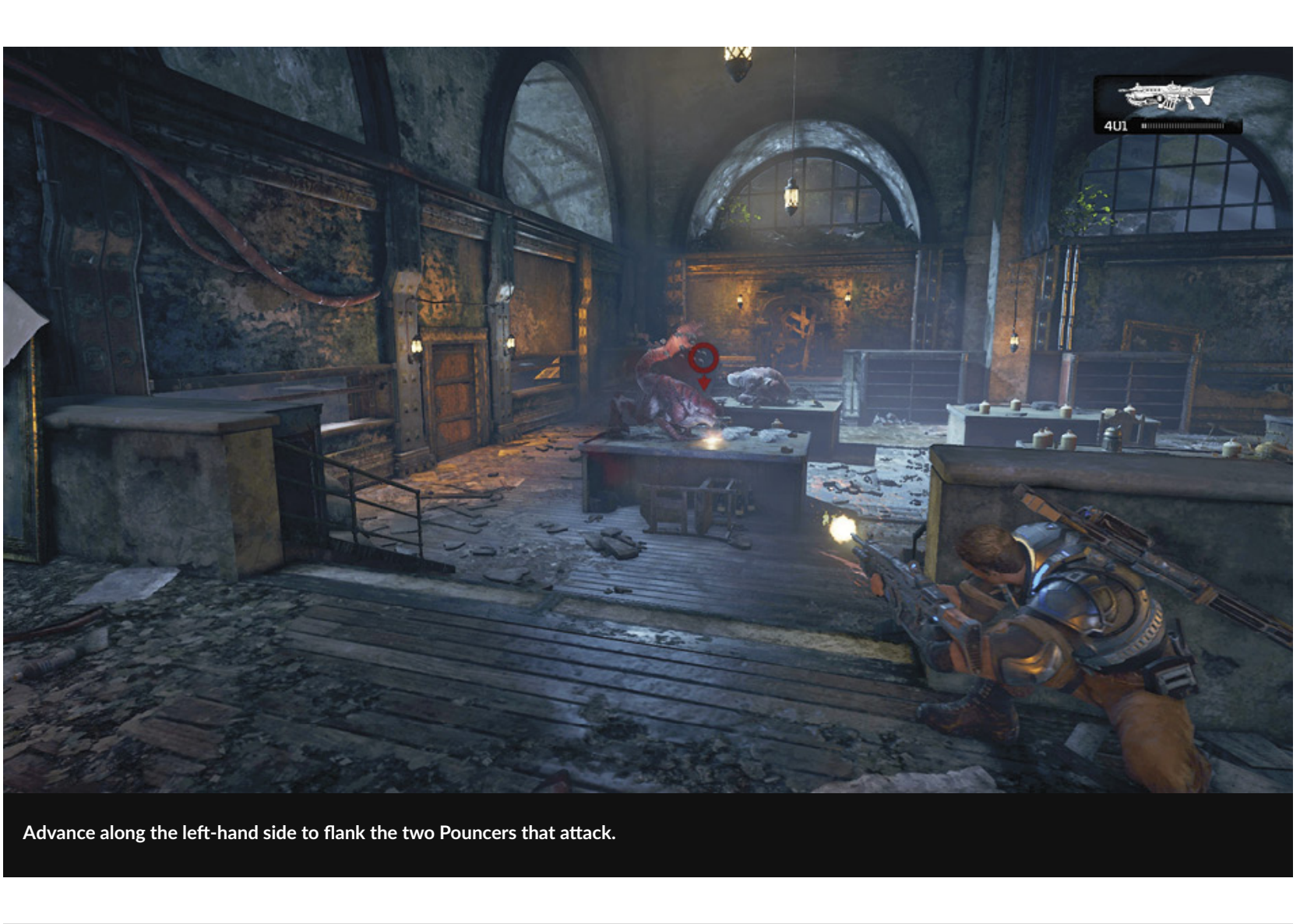


There are two Sniper Drones atop the stairs to the barracks. Toss a Frag Grenade at the door to hopefully kill them. At the least, you'll flush them from their cover and make it easier to either shoot them with the Lancer or close on them for a Gnasher takedown.



Close on the Sniper Drones with the Gnasher, using the cover-slip technique to avoid their sniper fire.

Gather up the two dropped Longshot rifles and head inside the barracks. Take cover overlooking the mess hall and set to sniping the enemies in the room below. Descend the stairs on the right to the main room and follow the elevated path on the left to the ammo crate. This puts you in perfect position to blind-fire at the Pouncers that attack. A third Pouncer enters the room once one of the first two have been killed. Stay close to the ammo crate and don't collect it until your Lancer ammo is close to running out.



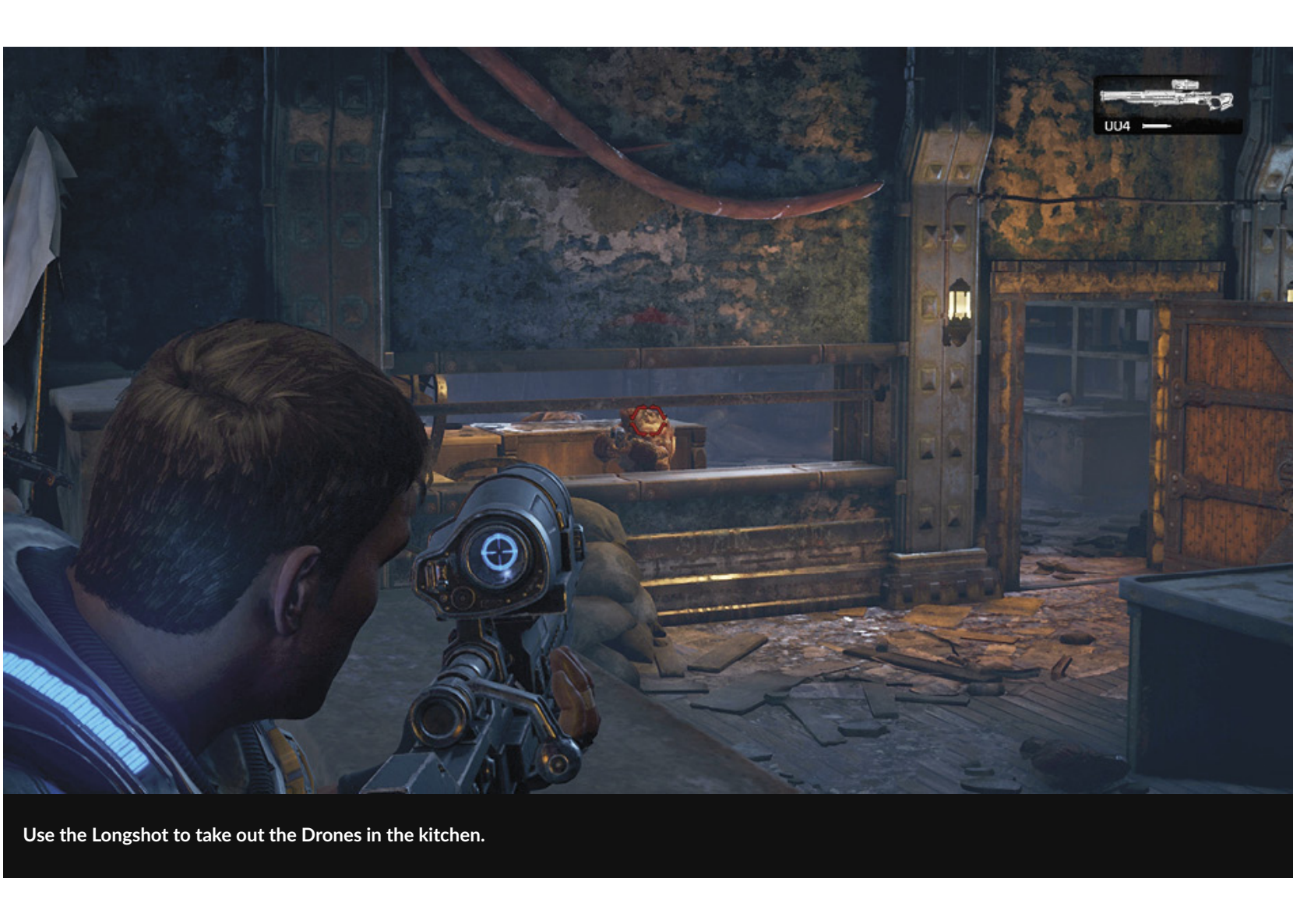
Advance along the left-hand side to flank the two Pouncers that attack.

CO-OP TACTICS

Together with a teammate, you can catch the Pouncers in cross-fire. Have one player use the elevated walkway on the left-hand side of the mess hall while the other player uses the right-hand walkway. Since you only need to melee the Pouncer repeatedly to free yourself if he gets on top of you, there's not too much risk of being killed by them (unless playing on Insane difficulty).

Additional Grenadier and Rifle Drones attack from the kitchen as soon as the final Pouncer has been defeated. Stay in cover on the left-hand side and use the Longshot to take out the Drone firing from behind the counter in the kitchen. Del and Kait help mop up the others while you continue to snipe those farther back in the kitchen.

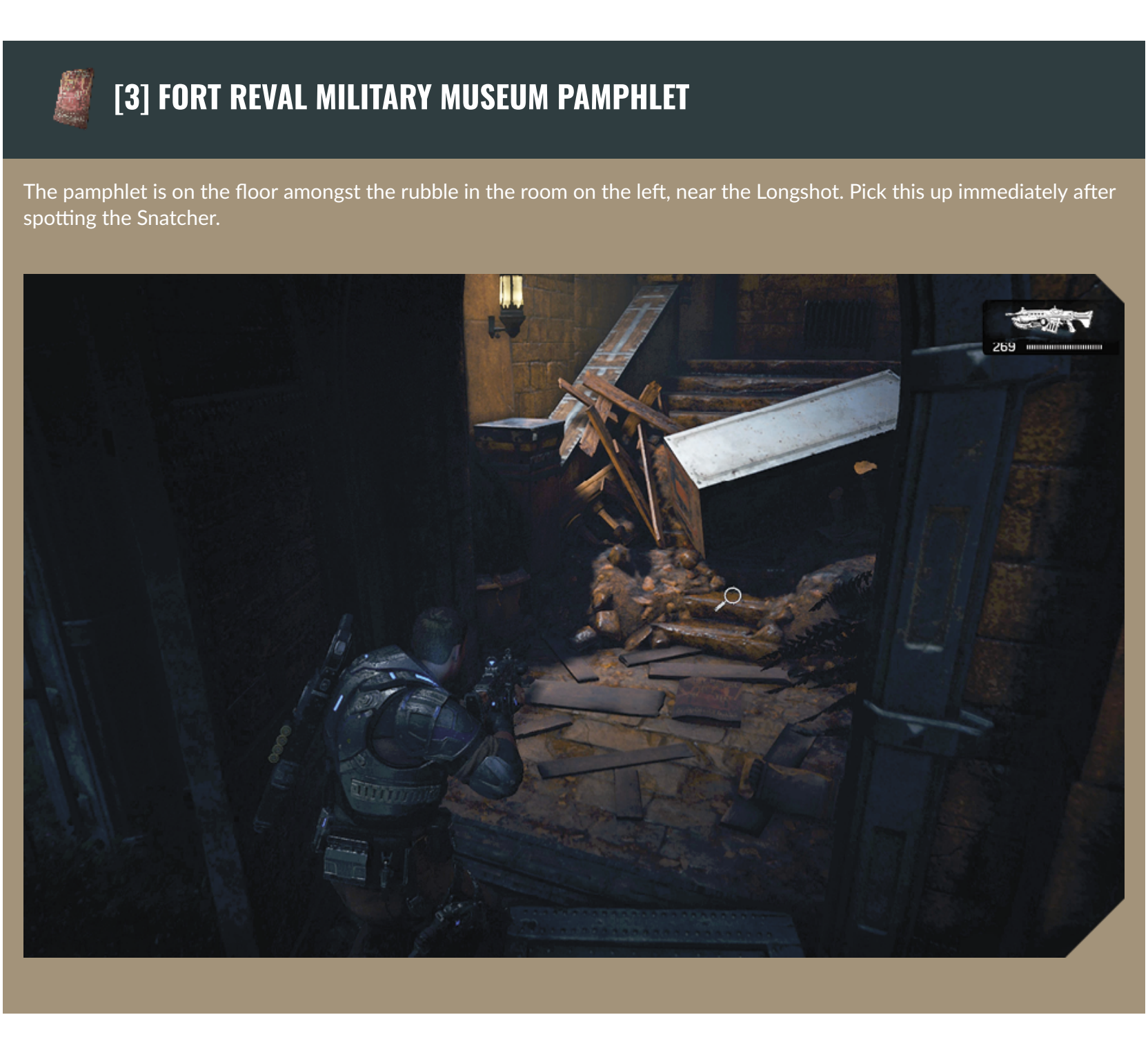
Exit the barracks and continue up the path toward the museum until the squad spots the Snatcher again. More Swarm attack moments later. Grab the Longshot on the left and retreat up the stairs to the small room where the collectible is. This gives you a good angle from which to snipe the Drone manning the turret near the keep.



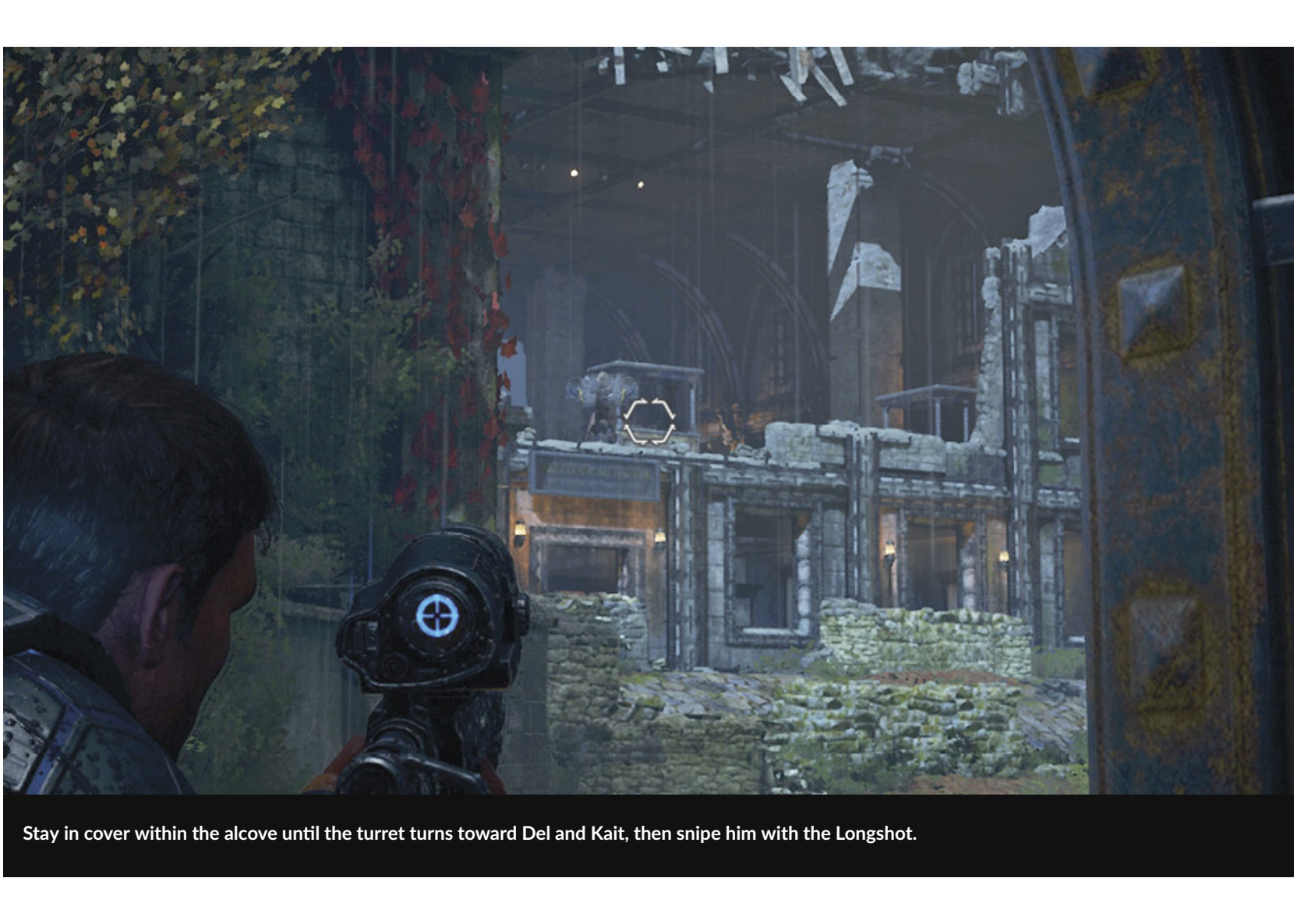
Use the Longshot to take out the Drones in the kitchen.

[3] FORT REVAL MILITARY MUSEUM PAMPHLET

The pamphlet is on the floor amongst the rubble in the room on the left, near the Longshot. Pick this up immediately after spotting the Snatcher.



The Drone manning the turret isn't the only Swarm on the upper landing of the museum. Snipe the Rifle Drone off to the right before taking out the one on the turret so there are no Drones to retake the turret position. Once the upstairs Drones have been killed, advance along the left side of the courtyard to find some additional Frag Grenades. Clear out the rest of the Swarm and go inside.



Stay in cover within the alcove until the turret turns toward Del and Kait, then snipe him with the Longshot.

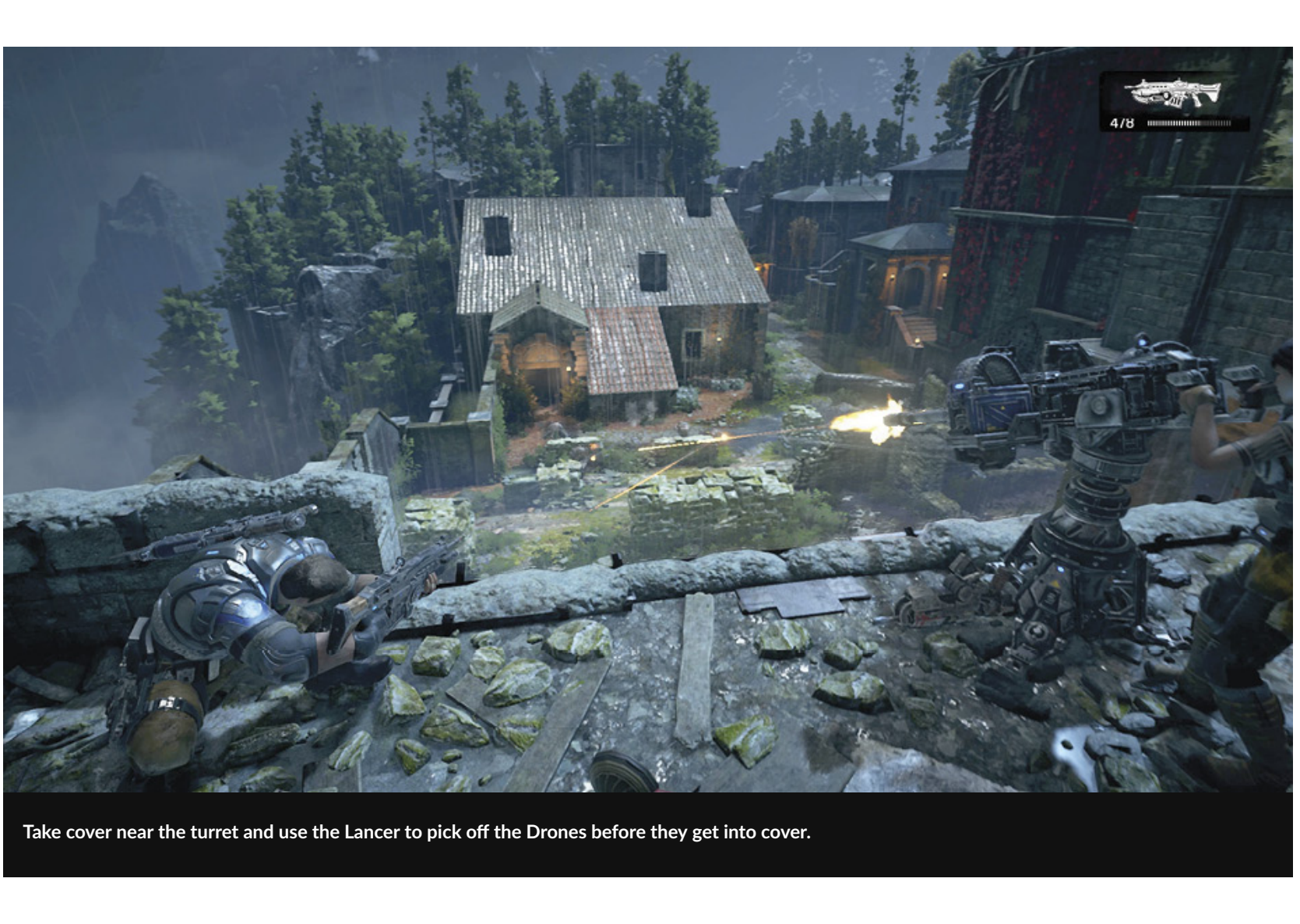
Eliminate any Juvies on the ground floor and consider swapping out the Lancer for the Retro Lancer in the display case—yes, the weapons are live. Ascend the stairs to the second floor of the museum and sweep the area clean of any remaining Drones. Take a moment to note the locations of the Markza Mk1, the Boomshot, the Gnasher, and the pile of unlimited ammo. This isn't all here by coincidence; you're about to need it!

MUSEUM TOUR

Take a look around the second floor of the museum and interact with each of the signs to hear what JD has to say about the items on display. There's a lot of COG history being shared, much of it you may recognize.

OBJECTIVE: FEND OFF THE SWARM ASSAULT

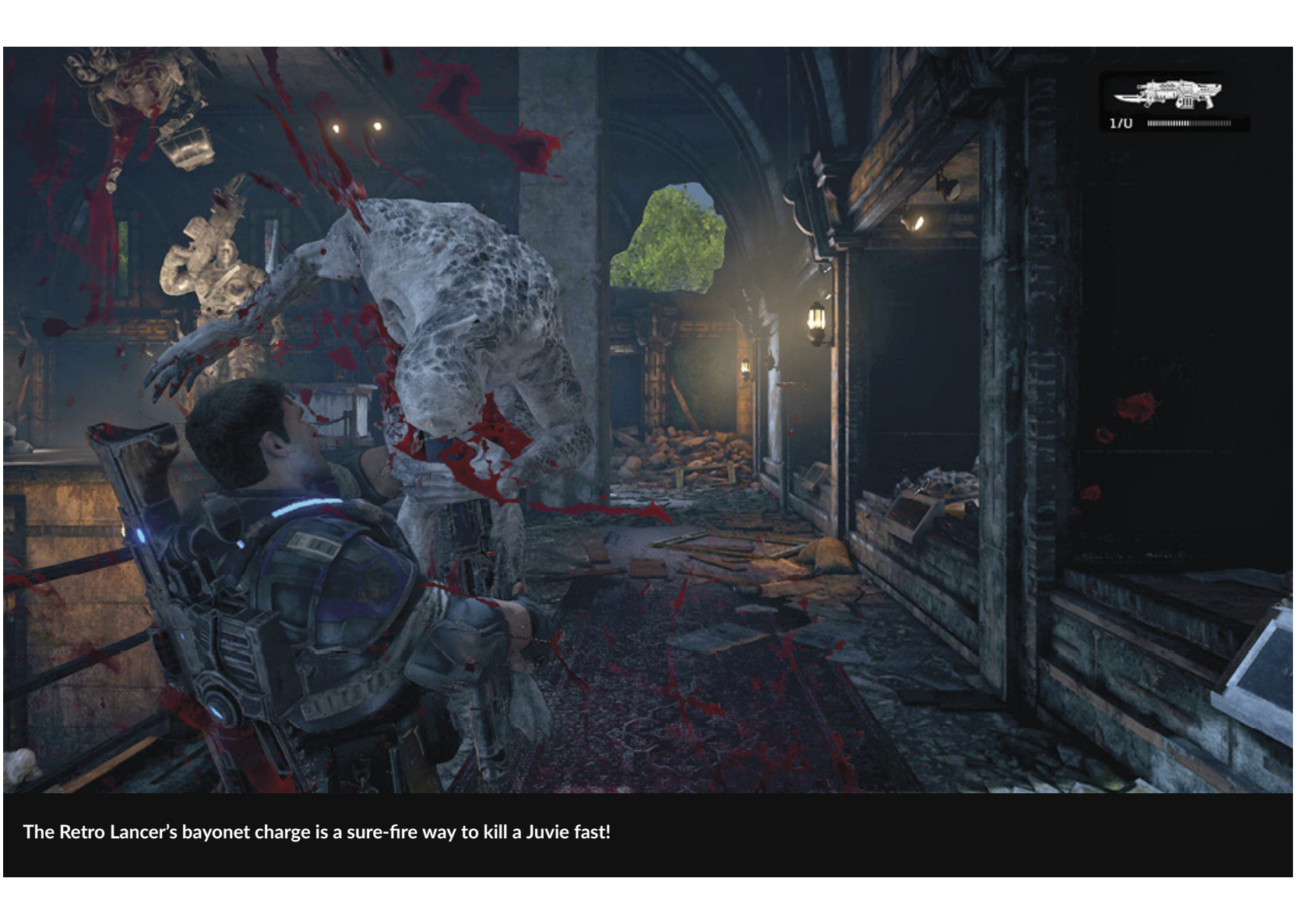
The Swarm are staging an assault on the museum, so move to the front balcony where the turret is and be ready. The Swarm assault contains a few waves of enemies. Let Kait man the turret while you use the Lancer to pick off any Juvies that manage to bypass the turret. Several Drones are mixed in amongst the Juvies. Pick them off before they hit the larger walls in the center of the yard, else they'll be in position to start firing back from cover. Most of the Drones emerge from the doorway on the left of the house while others approach from the path on the right.



Take cover near the turret and use the Lancer to pick off the Drones before they get into cover.

Don't waste any Boomshot ammo on the Drones down below, as you'll need it for when they eventually breach the museum's interior. Equip the Retro Lancer once the Juvies scream is heard; that's your cue that a large contingent of Juvies has made it inside.

The Retro Lancer can be used to kill Juvies in one hit (just tap B, don't hold it), but it's quite useful for shooting the Drones as well. The Retro Lancer packs quite a punch, so fire in short bursts. Stay close to the turret so you can keep the enemy Drones and Juvies in front of you as they ascend the stairs and make their way around the upper walkway. And most of all, stay together!



The Retro Lancer's bayonet charge is a sure-fire way to kill a Juvie fast!

Plant Frag Grenades near the display cases once the Drones start ascending the stairs. This way they'll be less likely to be tripped by a Juvie. Grab the Boomshot once the mass of Drones and Juvies begins to thin out and keep an eye on the door to the left (as viewed with your back to the turret). The assault ends when Drones burst through this door. Blow them up with the Boomshot to squelch the Swarm assault.

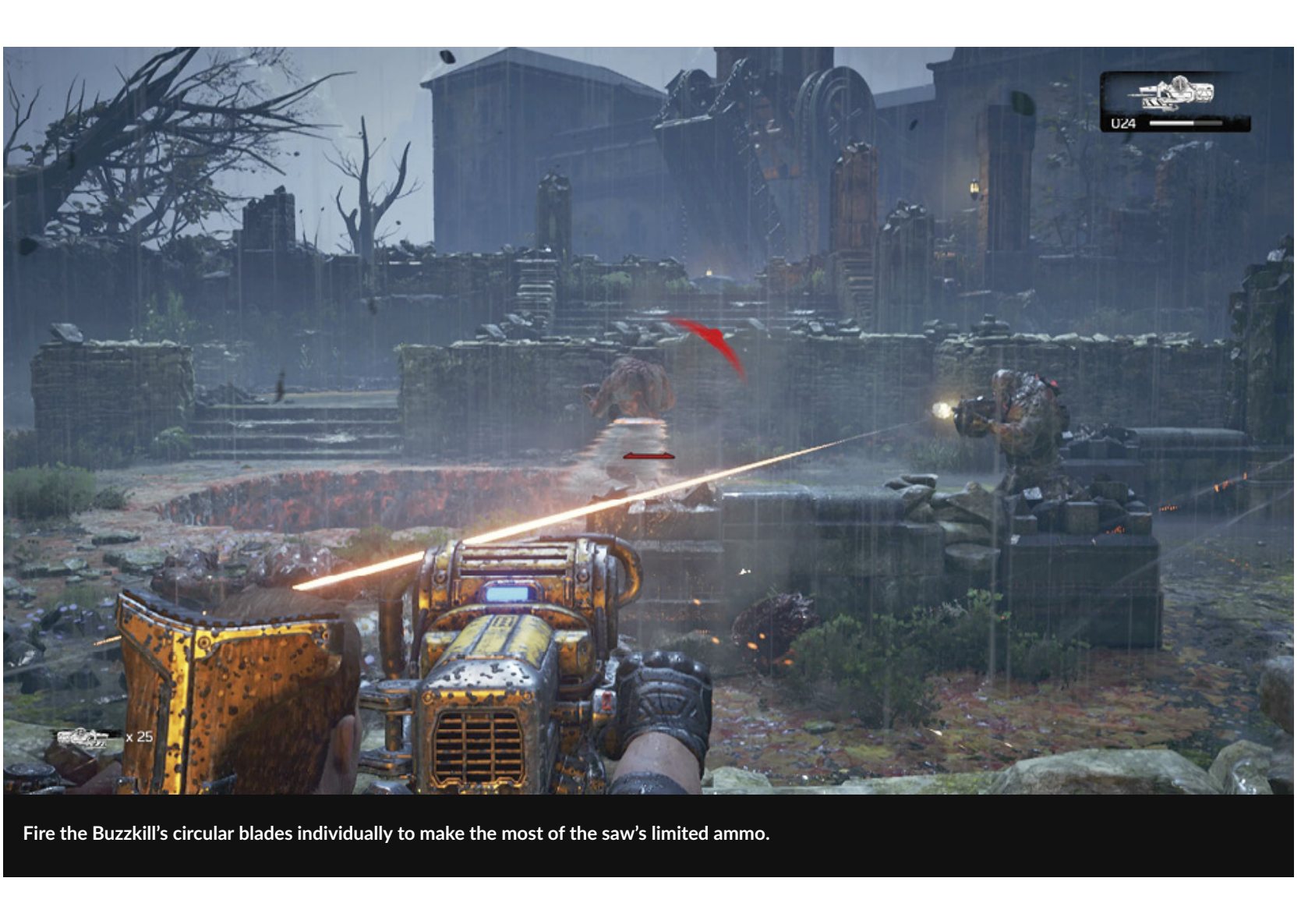
Exit the museum and cross the courtyard to the next structure. Push open the double door and pick up the Buzzkill on the left before approaching the bridge to the keep.

BUZZKILL RICOCHET

The Buzzkill fires circular blades that not only cut right through enemies, but can also ricochet and bounce off surfaces. On the one hand, you have to be careful firing the Buzzkill in tight spaces, as the blades may bounce back toward you. On the other, you can bounce the blades off objects to slice through enemies behind cover. This is particularly useful when there's an enemy manning a turret.

OBJECTIVE: GET INSIDE THE KEEP

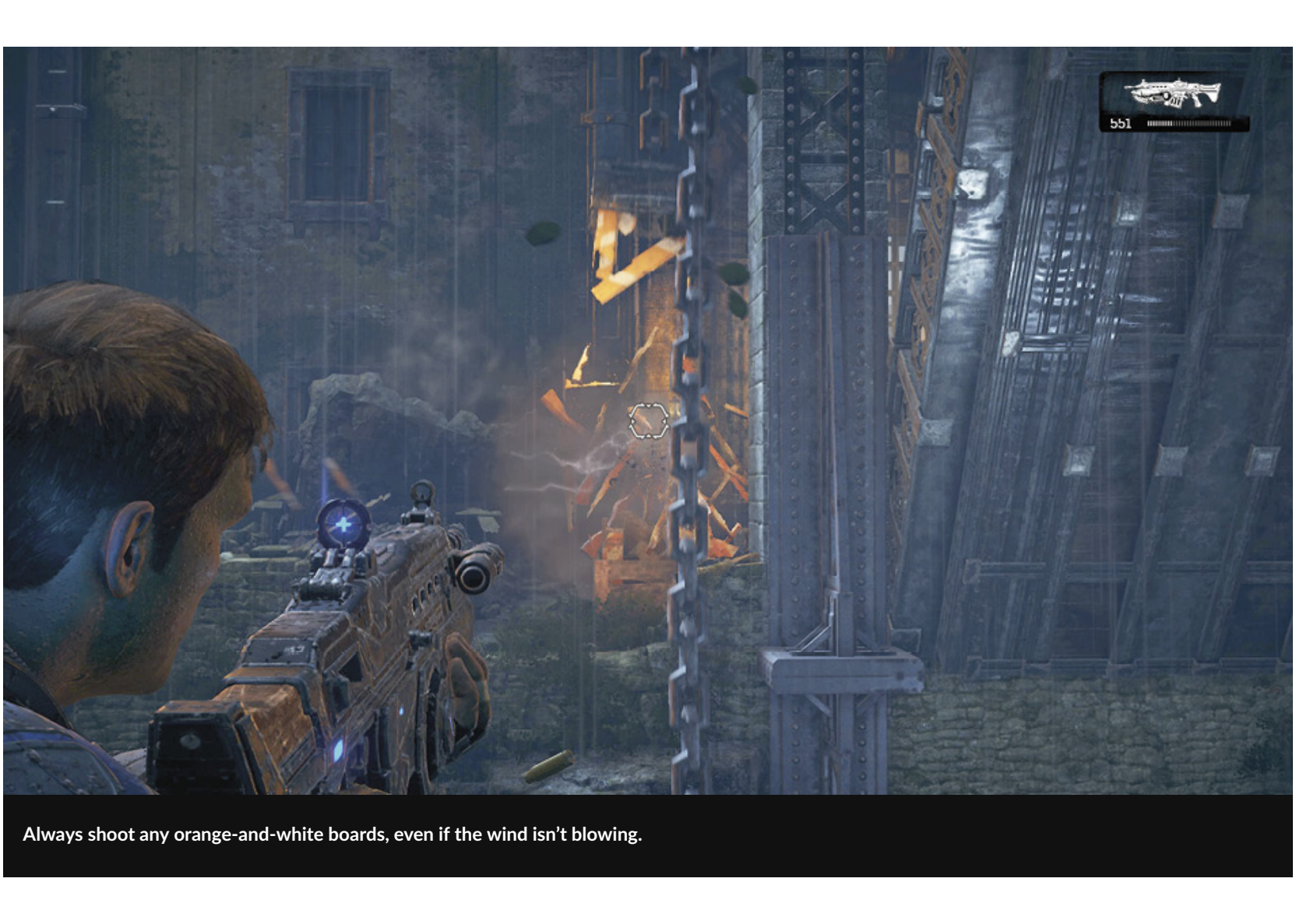
Set the Buzzkill down so you can toss a Frag Grenade at the nest opening, then pick back up the heavy weapon and start slicing the Drones that appear. The Buzzkill can be fired at a moderate, fully automatic rate, but you shouldn't do this, as it wastes ammo. It only takes one of the Buzzkill's blades to slice through a Drone, so fire just one at a time with single, brief pulls of the trigger.



Fire the Buzzkill's circular blades individually to make the most of the saw's limited ammo.

Check the nests for Frag Grenades or other weapons and carry the Buzzkill up the stairs toward the drawbridge. Toss another Frag Grenade at the nest and use the Buzzkill to mop up any remaining Drones in the area. Now it's time to lower the bridge.

The counterweights on either side of the drawbridge are attached with orange-and-white boards. And you know what that means! Shoot the breakable boards from across the moat to lower the bridge into place.

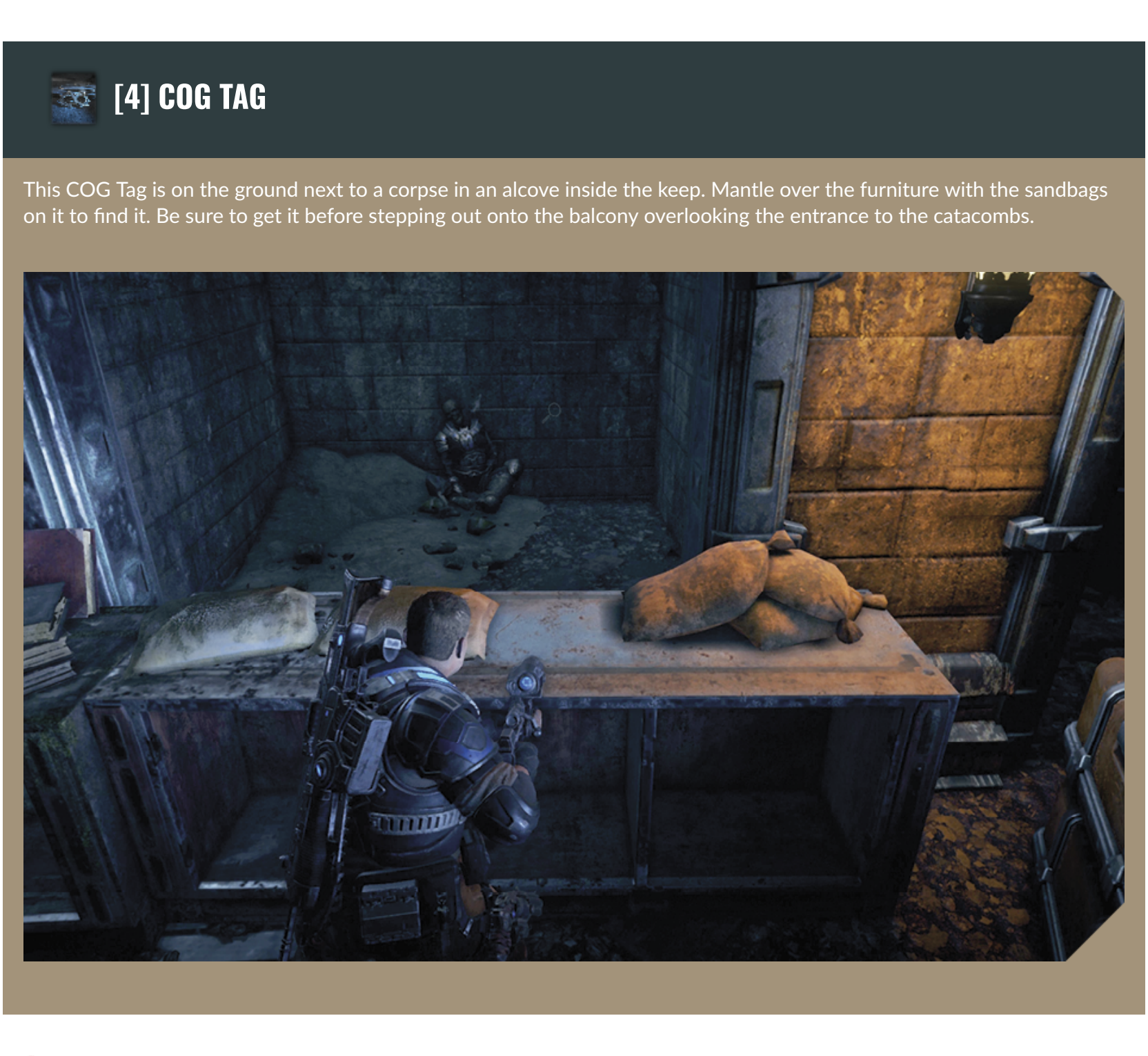


Always shoot any orange-and-white boards, even if the wind isn't blowing.

Use the Incendiary Grenade from the nest to burn up the two Snipers behind cover on the far side of the bridge. Collect their Longshots and head inside. A Grenadier will rush you at this point when the bridge drops. The Snatcher is spotted through a gate, but it can't be reached just yet. Enjoy the calm and scour the rooms to the right for weapons and ammo. Mantle over the various pieces of furniture and crates to check the alcoves for additional items.

[4] COG TAG

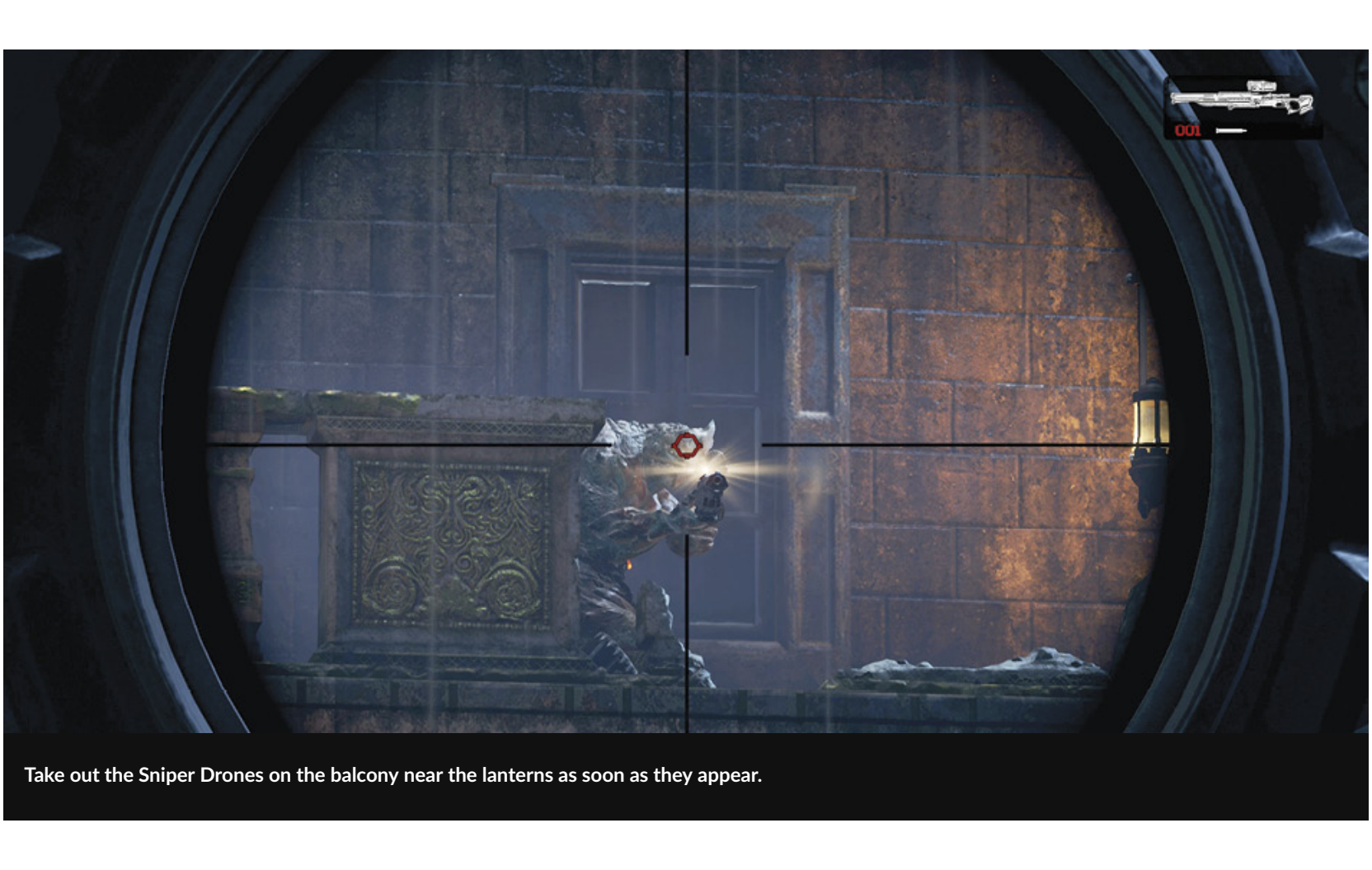
This COG Tag is on the ground next to a corpse in an alcove inside the keep. Mantle over the furniture with the sandbags on it to find it. Be sure to get it before stepping out onto the balcony overlooking the entrance to the catacombs.



OBJECTIVE: FOLLOW THE SNATCHER INTO THE CATACOMBS

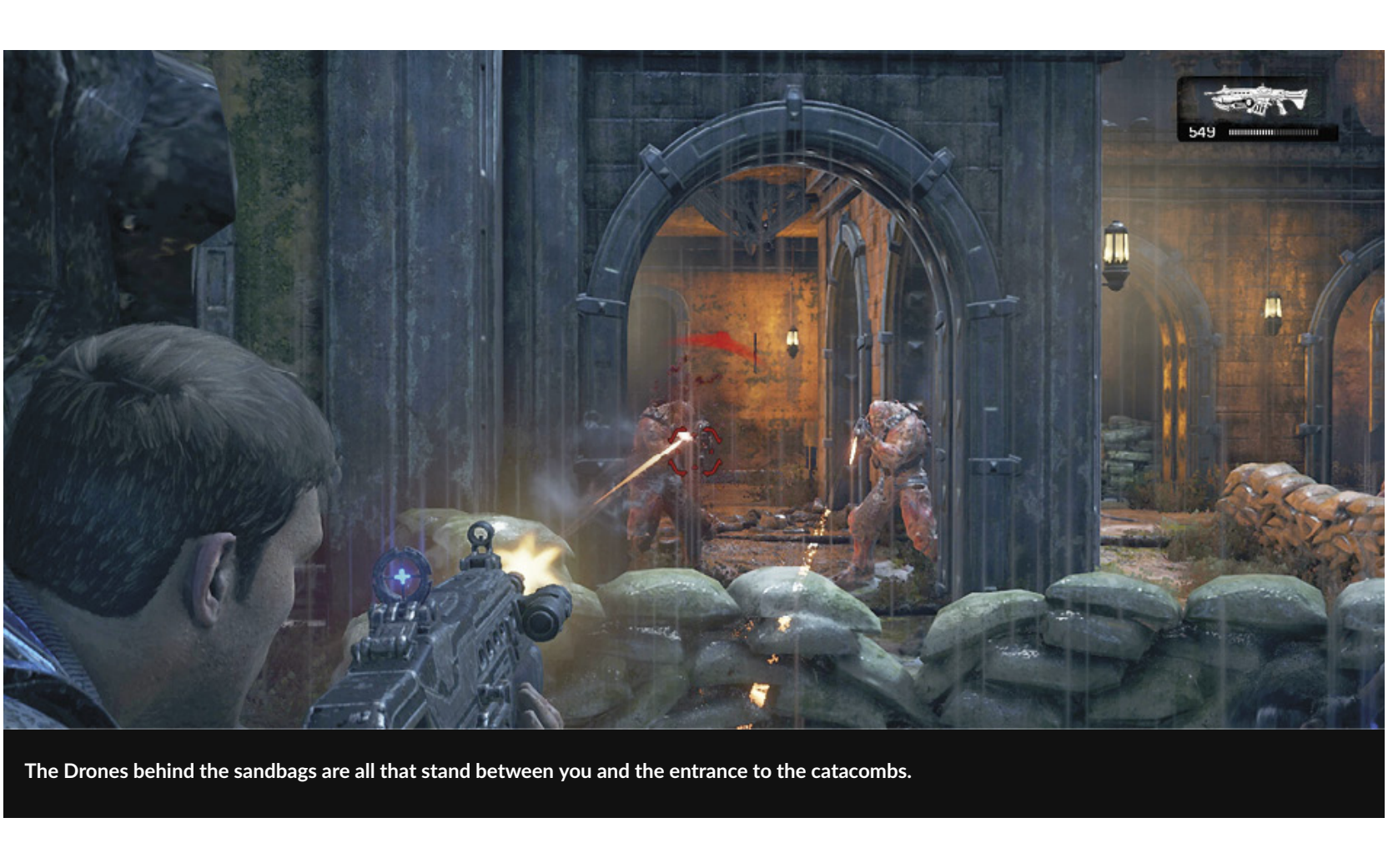
Step out onto the balcony to spot the Snatcher, then duck into cover. Multiple Drones are set to mount one final defensive in an attempt to keep the squad from pursuing the Snatcher. Take out the nearest Drones first, then take aim with the Longshot on the Sniper Drone on the balcony in the distance, with the lanterns on it.

Advance from cover to cover along the left-hand side of the pit as more Drones appear. Slide into cover behind the fallen brick structure in the center and use the window within it to snipe from.



Take out the Sniper Drones on the balcony near the lanterns as soon as they appear.

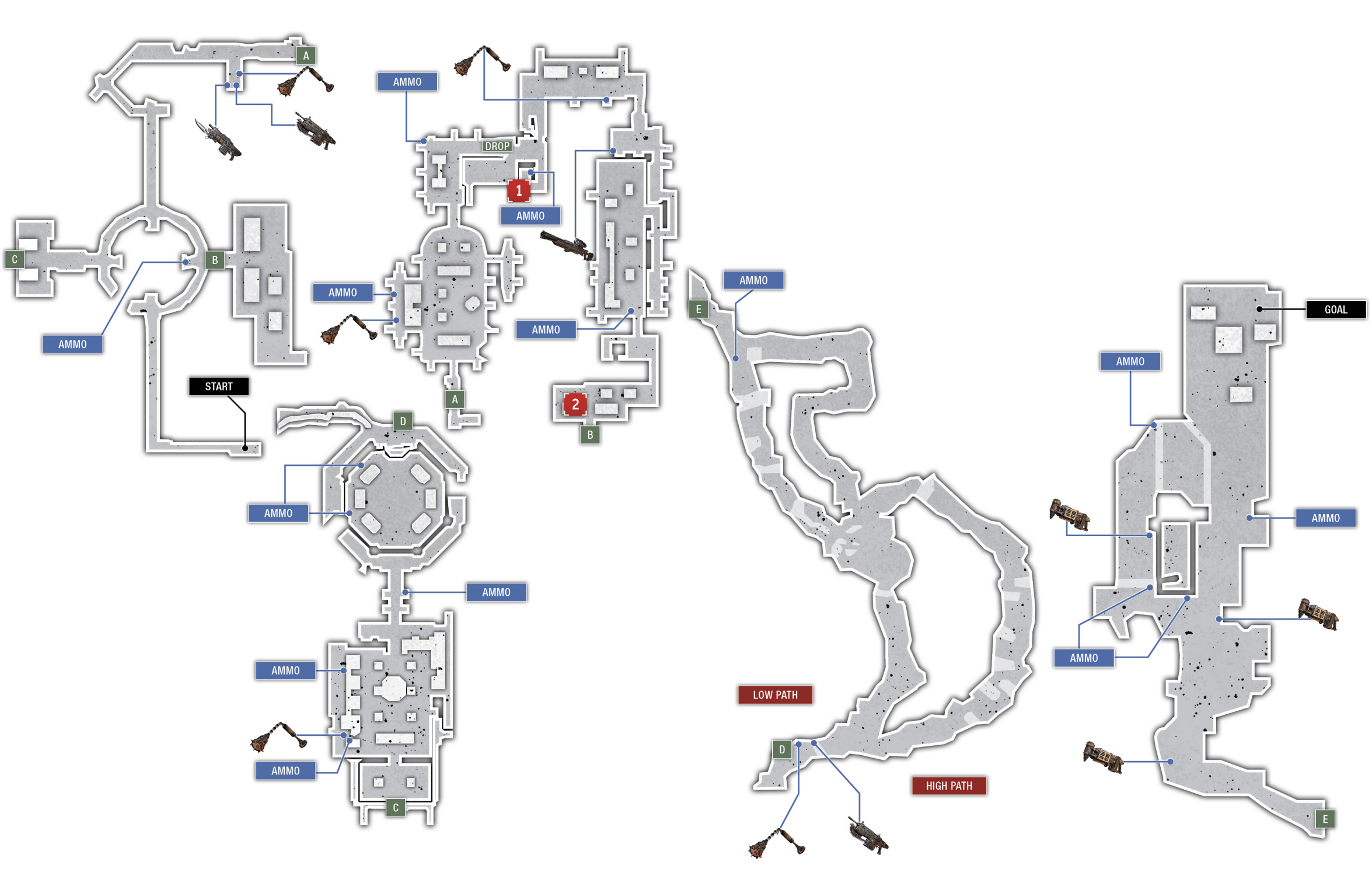
Clear the Swarm out from under the arched walkway on the left, then shoot the snot bubble in the corner to gain a Mulcher. Mount the heavy weapon on the stone wall and clear out the remaining Drones from the area. Pick up any dropped Longshots, slide into cover against the arch supports, and eliminate the Drones entrenched behind the sandbags in the distance. Cut through the door snot and step off the ledge to continue.



The Drones behind the sandbags are all that stand between you and the entrance to the catacombs.

Act 3

Chapter 4: Do Not Go Gentle



COLLECTIBLES

1 Silver Age Dagger

2 COG Tag

SITUATION OVERVIEW

JD has led the squad through Fort Reval and across the bridge into the keep, only to watch the Snatcher disappear into the catacombs underground. The Snatcher may not only be leading them to Marcus, but to the Locust burial site within the mine as well. The squad's luck might finally be turning.

FORT REVAL CATACOMBS

OBJECTIVE: TRACK THE SNATCHER THROUGH THE CATACOMBS

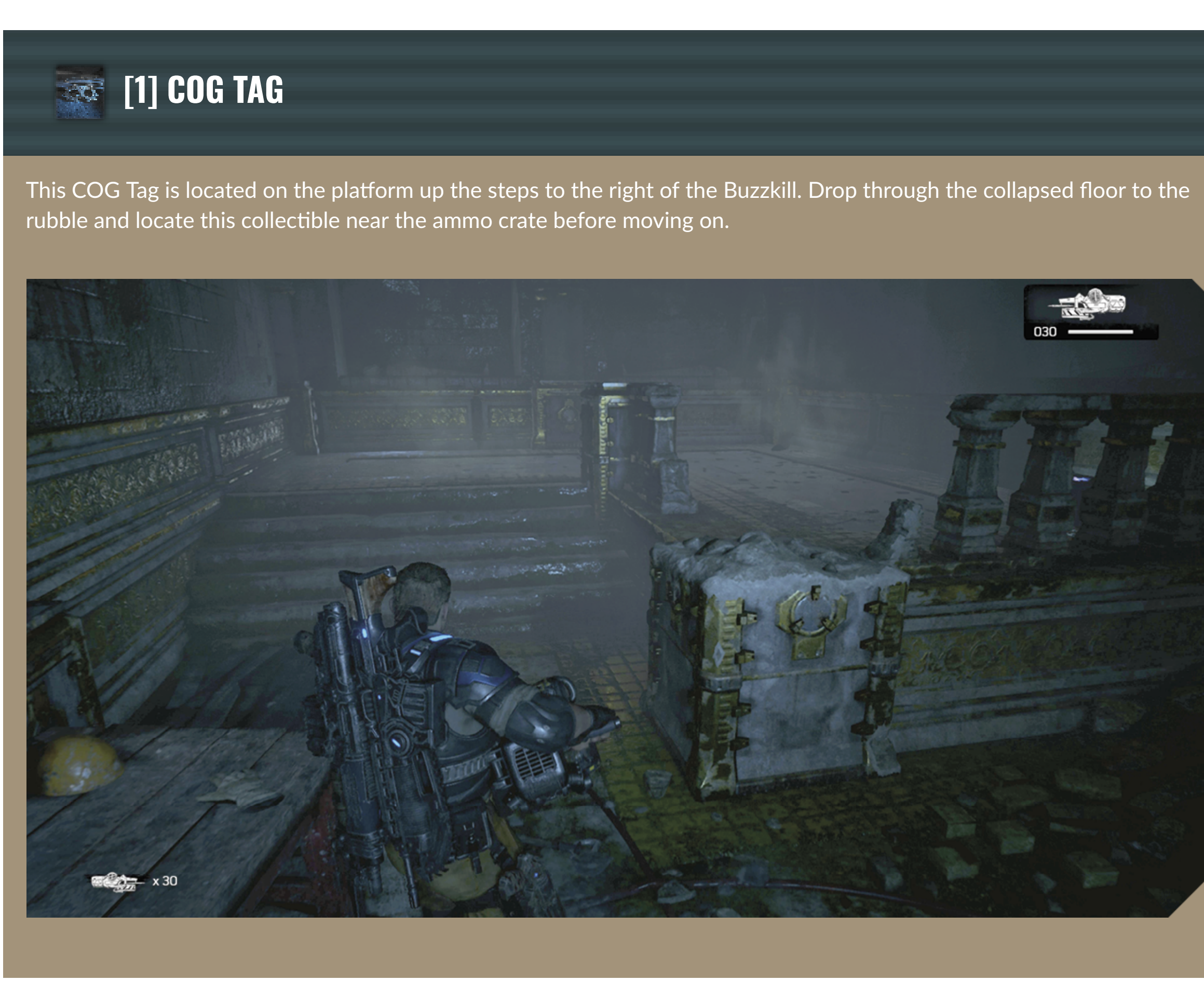
Lead the way toward the large circular pit up ahead, where the Snatcher can be seen scurrying down the wall. Follow the spiraling walkway around the perimeter to the other side and continue along the path to the wooden door in the distance. Grab the Frag Grenades on the right and push through.

Take cover behind the wall at the bottom of the stairs and open fire on the Juvies and Drones that enter from the other side. There's a wealth of pods in this room, including some hanging from the ceiling that can be dropped for cover. Shoot through the pods on the ground to flush the Drones out of cover, then look to drop the hanging pods on top of them.

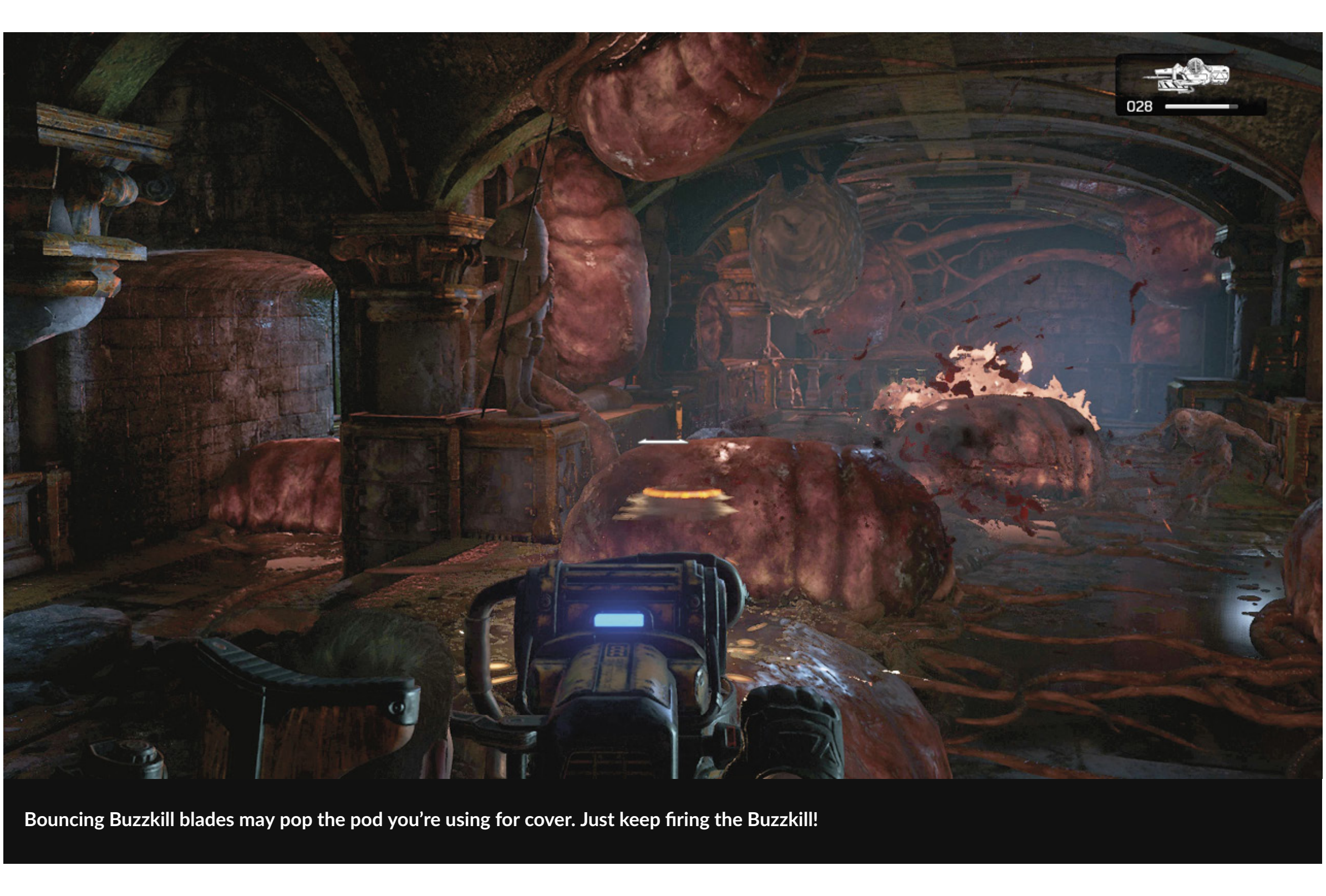
This is a good area in which to practice vault-kicking an enemy and then executing him with the chainsaw or knife. Just be sure to fall back behind cover near Kait and Del after the kill.

[1] COG TAG

This COG Tag is located on the platform up the steps to the right of the Buzzkill. Drop through the collapsed floor to the rubble and locate this collectible near the ammo crate before moving on.



Drop through the hole in the collapsed floor and grab the Buzzkill off the table near the mummies. Round the corner to the right and place the Buzzkill atop the pod in the center of the room and open fire on the Juvies that come pouring forth. The Buzzkill's blades bounce and ricochet off the walls and pop many of the other pods, but this isn't a problem. Just keep firing those blades to slice straight through the Juvies that emerge.



Bouncing Buzzkill blades may pop the pod you're using for cover. Just keep firing the Buzzkill!

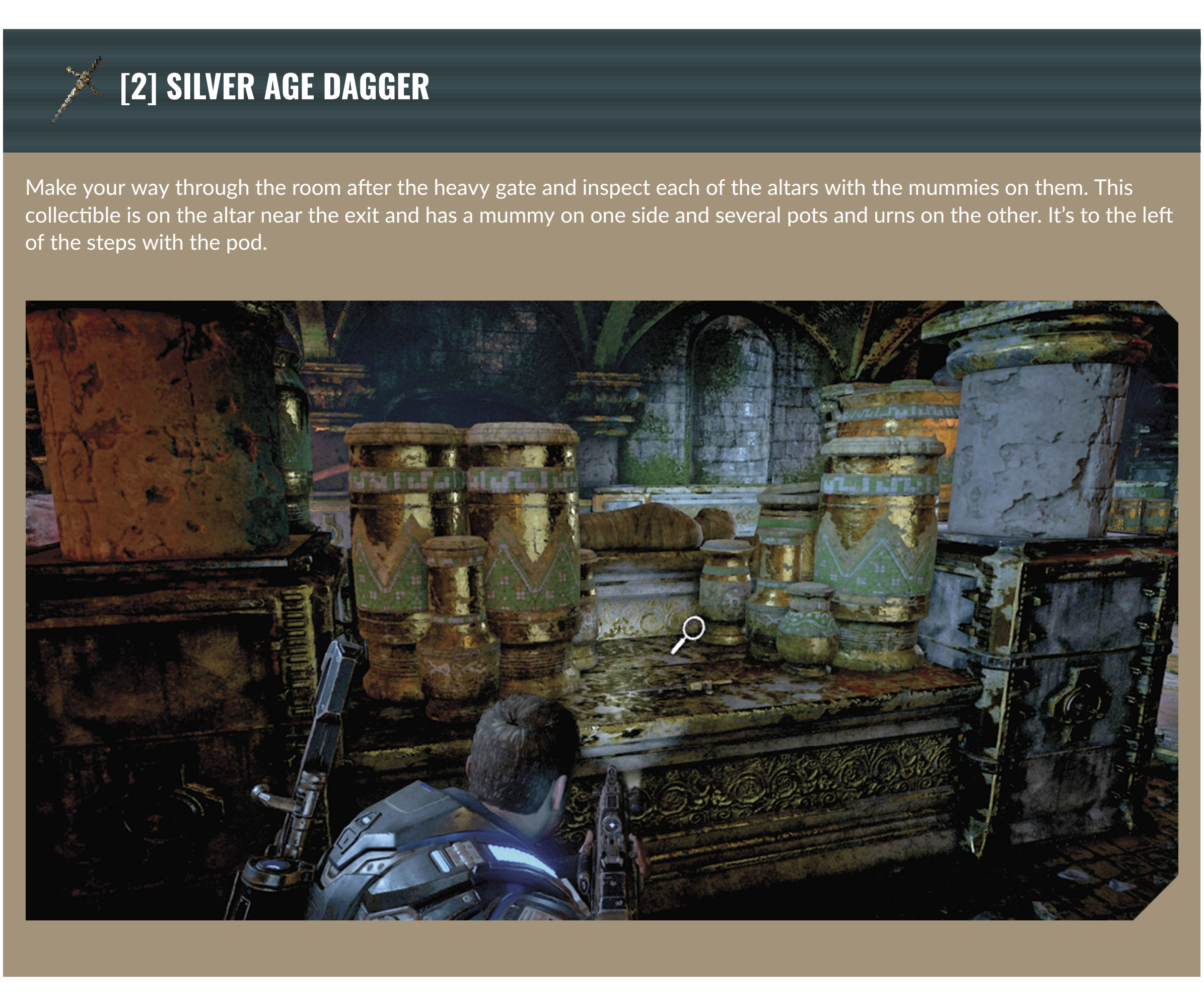
Continue through the catacombs after killing the last Juvie. Round the corner a few steps to trigger the next assault, then fall back behind cover and snipe the Drones that enter. There are a lot of pods in this area and you're going to have to shoot them to get a clean shot at many of the Drones. Consider lobbing a Frag Grenade or two to better conserve your ammo and, with some luck, kill the Juvies that spawn as well.

CHARGING GRENADIER DRONES

Beware of the bare-chested Drones with the Gnashers, as those are Grenadier Drones and they're far more likely to charge your position. They can be a real problem if you spend too much time looking through the scope of the Longshot and don't see them coming. Always zoom out and look around.

[2] SILVER AGE DAGGER

Make your way through the room after the heavy gate and inspect each of the altars with the mummies on them. This collectible is on the altar near the exit and has a mummy on one side and several pots and urns on the other. It's to the left of the steps with the pod.



Del helps JD with the heavy gate. Proceed through the room with the numerous mummies and out onto a lower level of the spiraling walkway you were on earlier. Descend the walkway farther and push through the massive golden door in the distance to continue the pursuit of the Snatcher.

Hunter Drones armed with Torque Bows appear across the room. Take cover behind the golden railing near the stairs and use the Boltok or Longshot to take out the Hunters from a distance. Watch for the glowing tips of their Torque Bow arrows and duck behind cover once the arrow's tip has been spotted for over a second. Another option is to slip through the lower corridor on the left-hand side of the room to get good and close to the Hunters, then lob a Frag Grenade or two up onto the platform where they're stationed.

Kill off the Juvies that attack last, then gather up the two fallen Torque Bows and exit the room. Grab the ammo on the right and follow the path to the right around the massive statue. Drop onto the floor where the broken railing is located.

OBJECTIVE: FIND A WAY TO GET BELOW THE TOMB

A Pouncer attacks in the large octagonal room with the massive statue of a former king. Use the statue in the center for cover and to play keep-away from the Pouncer while it focuses on Kait and Del. The Pouncer leaps from sarcophagus to sarcophagus, giving you a clean shot at its side. Pepper it with Lancer fire until it erupts.

Two waves of Juvies attack once the Pouncer is defeated. Stay on the move and be close to your allies as the last of the Juvies is defeated, as a second Pouncer attacks soon after. Put the Pouncer down and approach the sarcophagus with the golden statue on it at the north end of the room. There's a hole beneath it. And where there's a hole, there's a way down.

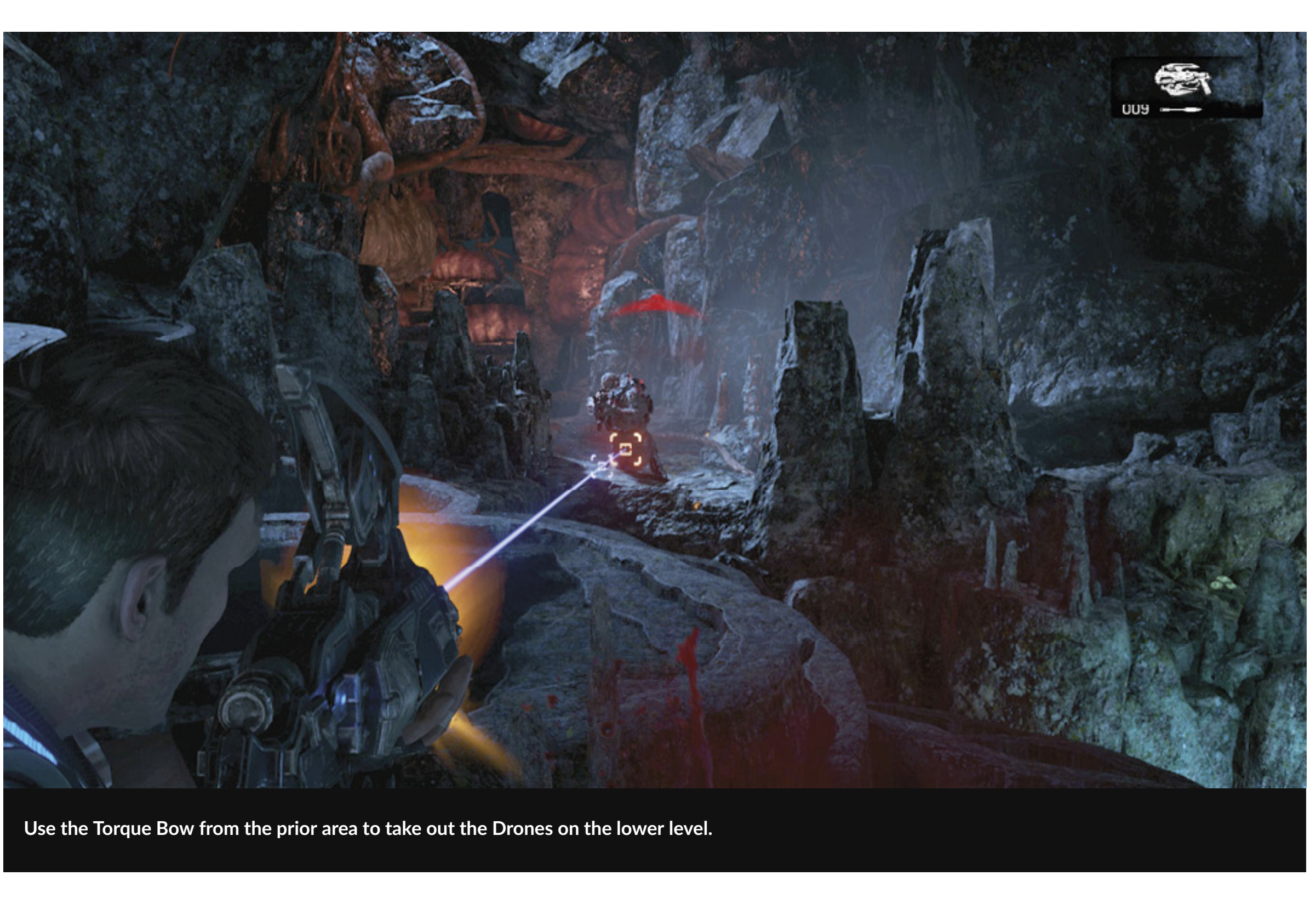
OBJECTIVE: EXPLORE THE TUNNELS

Grab the Frag Grenades and Lancer and cut through the door snot up ahead. The tunnels beneath the catacombs fork up ahead, offering you a chance to take the high road or the low road. The high road is more of a support option, whereas the low road puts you up close with the enemy. It's your choice.

SPLIT PATH: LOW (LEFT)

The lower path has a lot more obstacles and rocks to hide behind. Take cover right away and watch for Del to spot the Hunters on the upper route. Stay in cover until they've been dispatched. Lend some support fire if you can get a clean shot, otherwise keep your head down.

Use your Frag Grenades to eliminate the Drones in the cave with the pods. Juvies spawn but Kait is there to help take them out. Push on ahead to the area with the green glowing ponds. Charge up ahead toward the sound of Del's voice and open fire on the Drones that have him pinned down. Join up with Del and make your way to the vine-covered tunnel beyond the ammo crate.



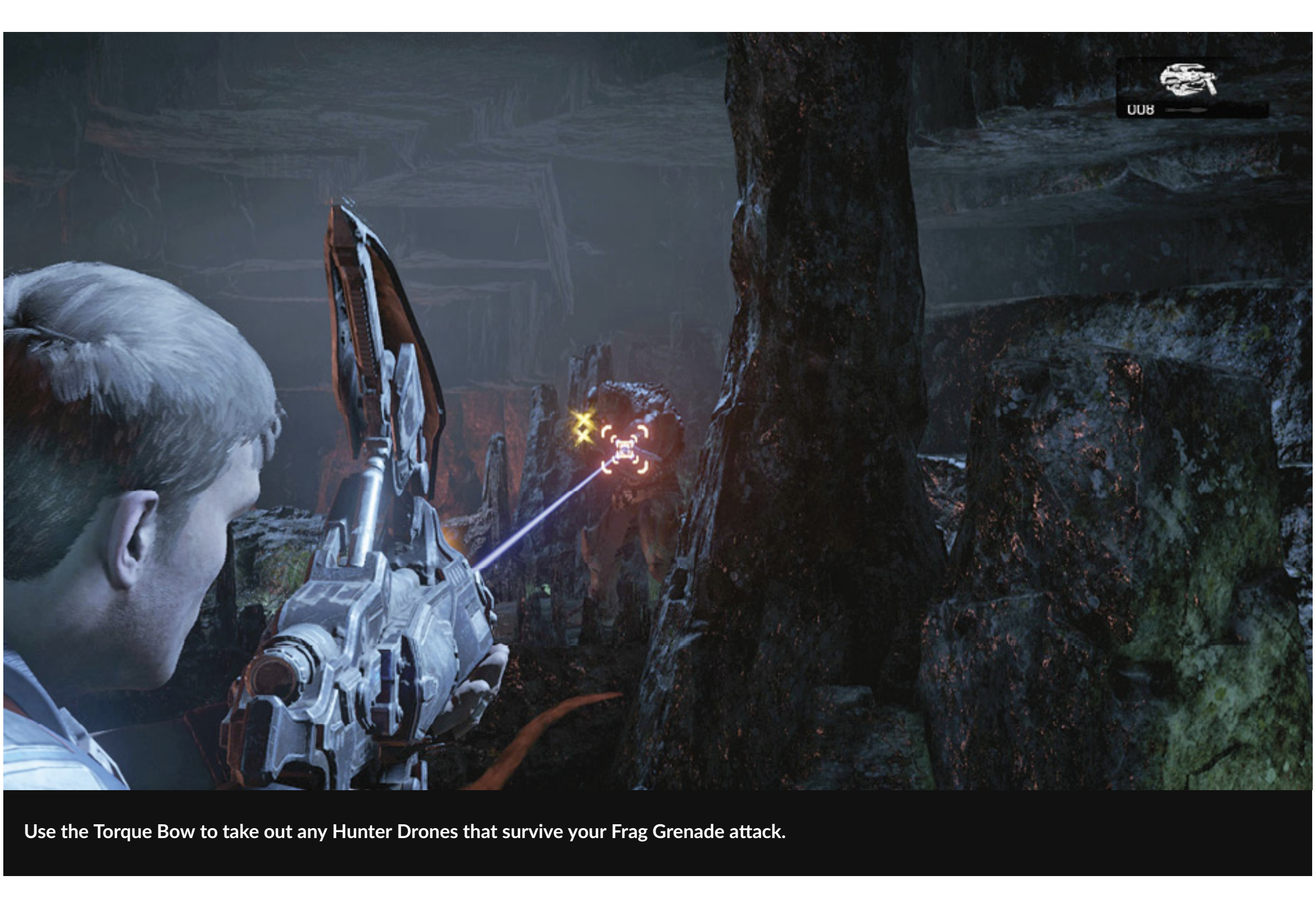
Use the Torque Bow from the prior area to take out the Drones on the lower level.

Sneak up behind the Hunters attacking Del and lob a Frag Grenade at their feet.

SPLIT PATH: HIGH (RIGHT)

Grab the Frag Grenades on the right and toss them at the Hunter Drones up ahead. They've got their Torque Bows aimed at those on the lower path, so you should be able to get close enough without spooking them. Finish off the rest of the three Hunters with your Torque Bow, then pick up the weapons they drop and lend support down below. Pick off the Drones down below on the left, then keep moving.

The paths intersect up ahead, with the low road passing beneath your position. Listen for Del's call for help and rush forward, drop off the ledge, and toss a Frag Grenade down at the Drones near the pods on the right. Three more Hunter Drones will attack up ahead, in your direction. Take cover and use the Torque Bow to pick them off, one by one. Del and Kait will lend a hand from the other direction if possible. Continue on to join up with them.



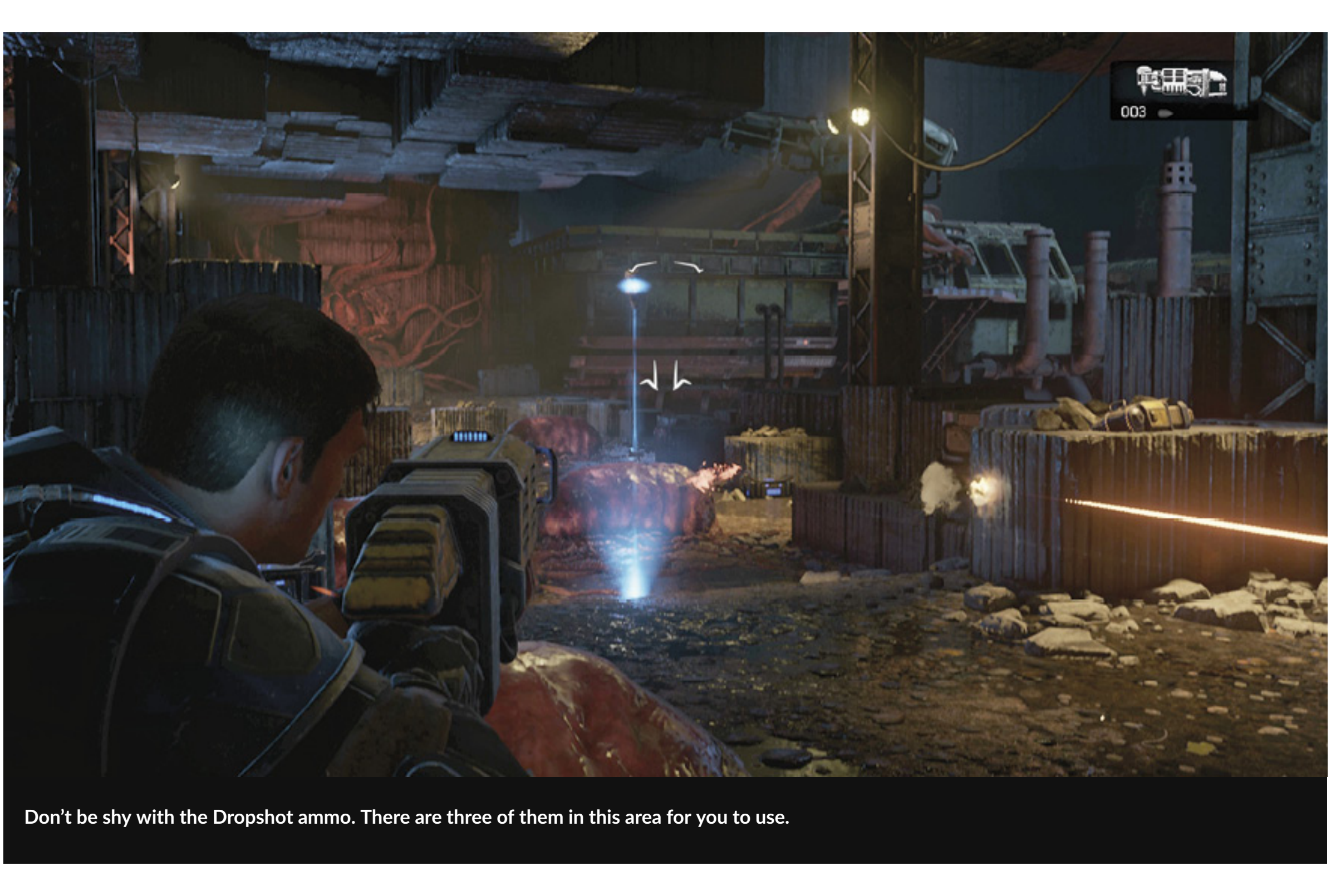
Use the Torque Bow to take out any Hunter Drones that survive your Frag Grenade attack.

JD won't be within range of many attackers from the other path, so take your time with these final Drones.

OBJECTIVE: GET TO THE ORE TRANSPORTER

Pick up the Dropshot leaning against the mining materials and move into cover behind the nearest pod. The Dropshot can be used to kill enemies while they're behind cover. Continue holding the trigger as the projectile flies forward, then release it directly over an enemy. This causes the spiked explosive to fire downward at the enemy. It's not only possible to get a headshot with the Dropshot (on an enemy behind cover, no less), but you can even close Swarm nests. Put it to use against the Drones behind the pods and use it to close the nest up ahead.

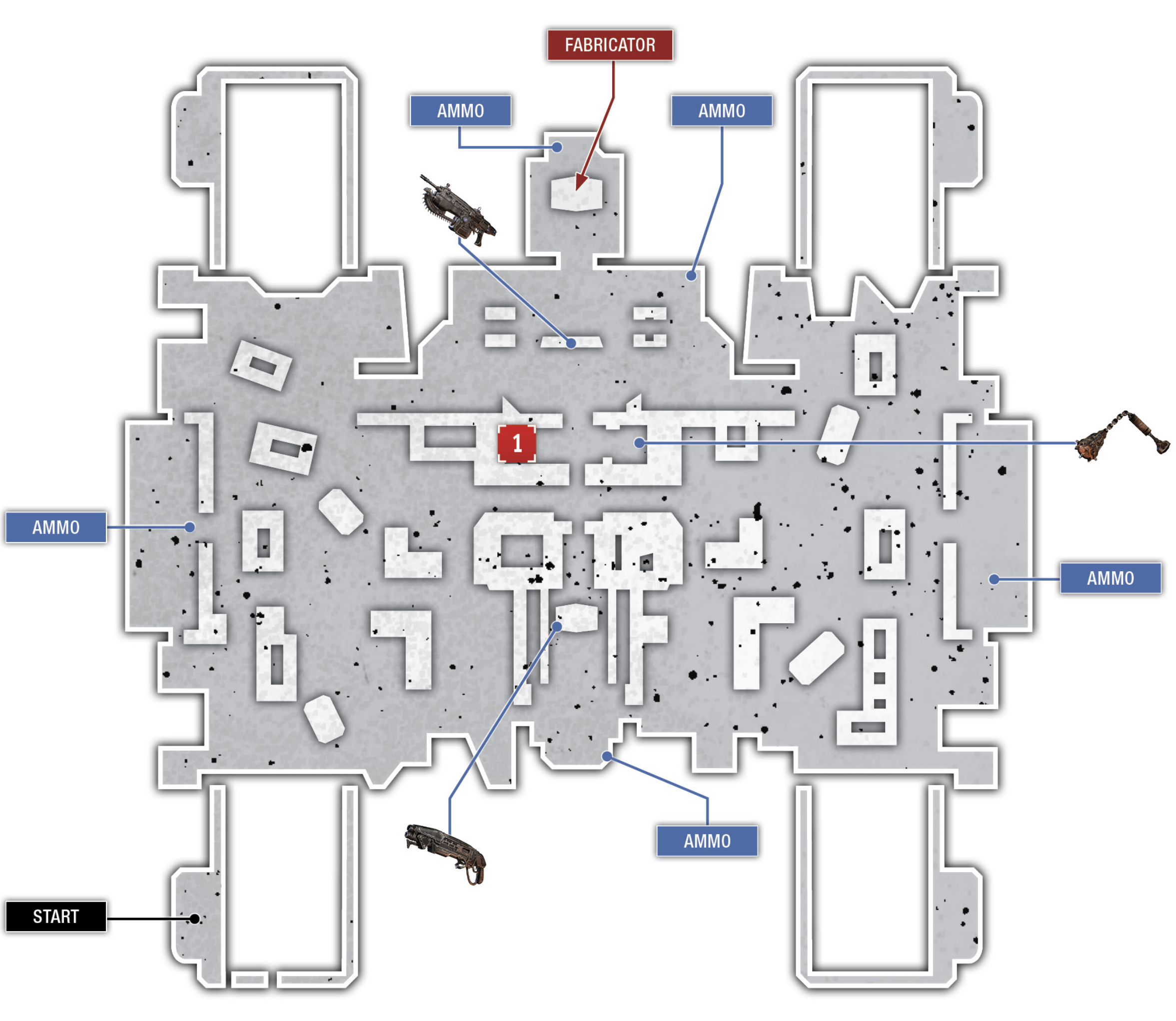
Close the nest with the Dropshot, then slip past the ammo crates on the left, climb onto the elevated platform, and pick up the other Dropshot. Move along this left-hand path, picking off each of the Drones as you go, until the only one left is the Sniper Drone in the rear of the area. Take him out with the Dropshot and approach the ore transporter.



Don't be shy with the Dropshot ammo. There are three of them in this area for you to use.

Act 3

Chapter 5: Elevator to Hell



COLLECTIBLES

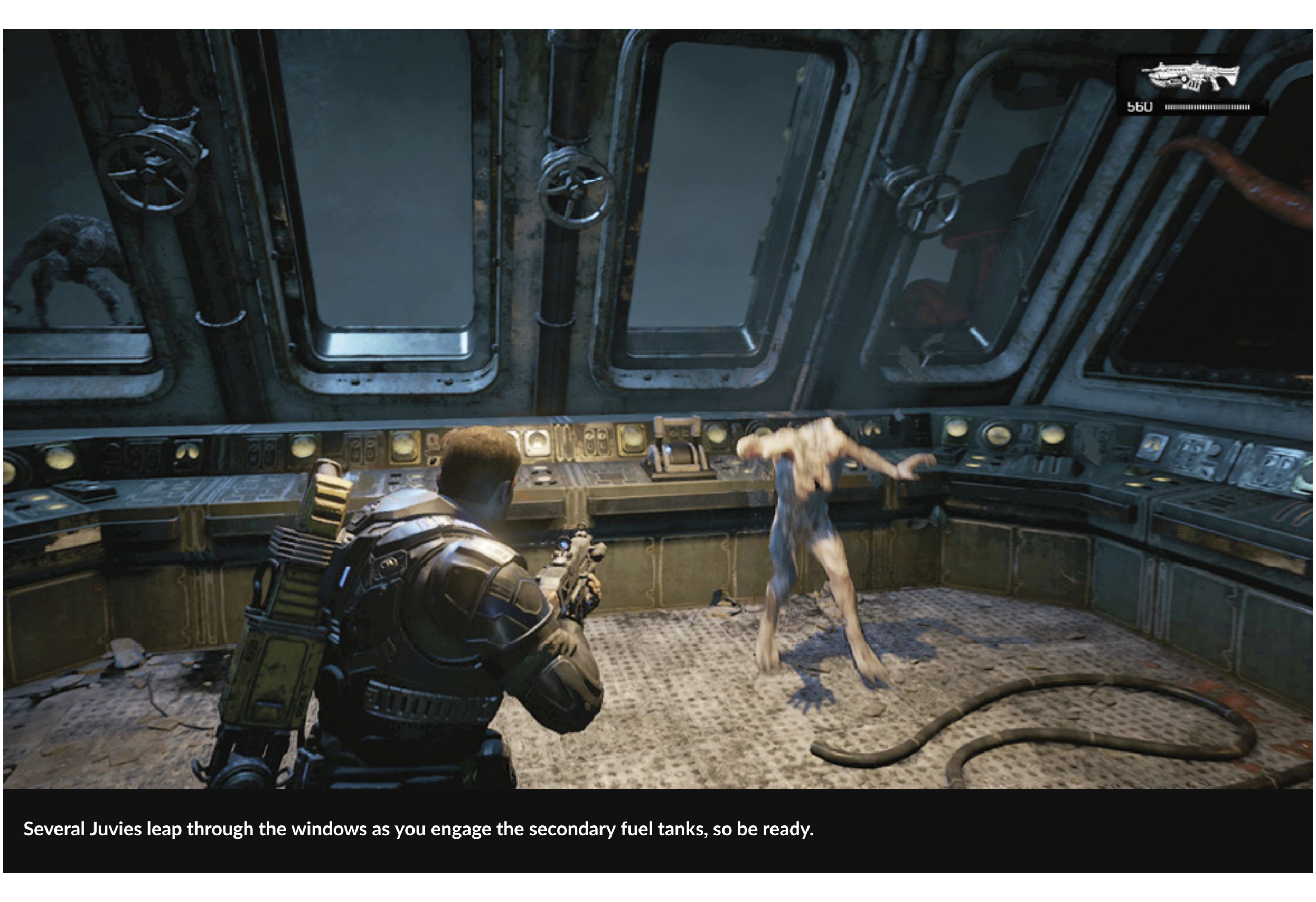
1 Ephyran Tribune

SITUATION OVERVIEW

They've come this far, only to find an abandoned ore transporter leading into a seemingly bottomless pit. Nobody knows what they're going to find, but after a few moments of hesitation, the squad decides to try riding the platform into the trench. After all, the one thing they hope to find is Marcus Fenix, and he's very likely down there.

ORE TRANSPORTER

OBJECTIVE: START THE TRANSPORTER ENGINES



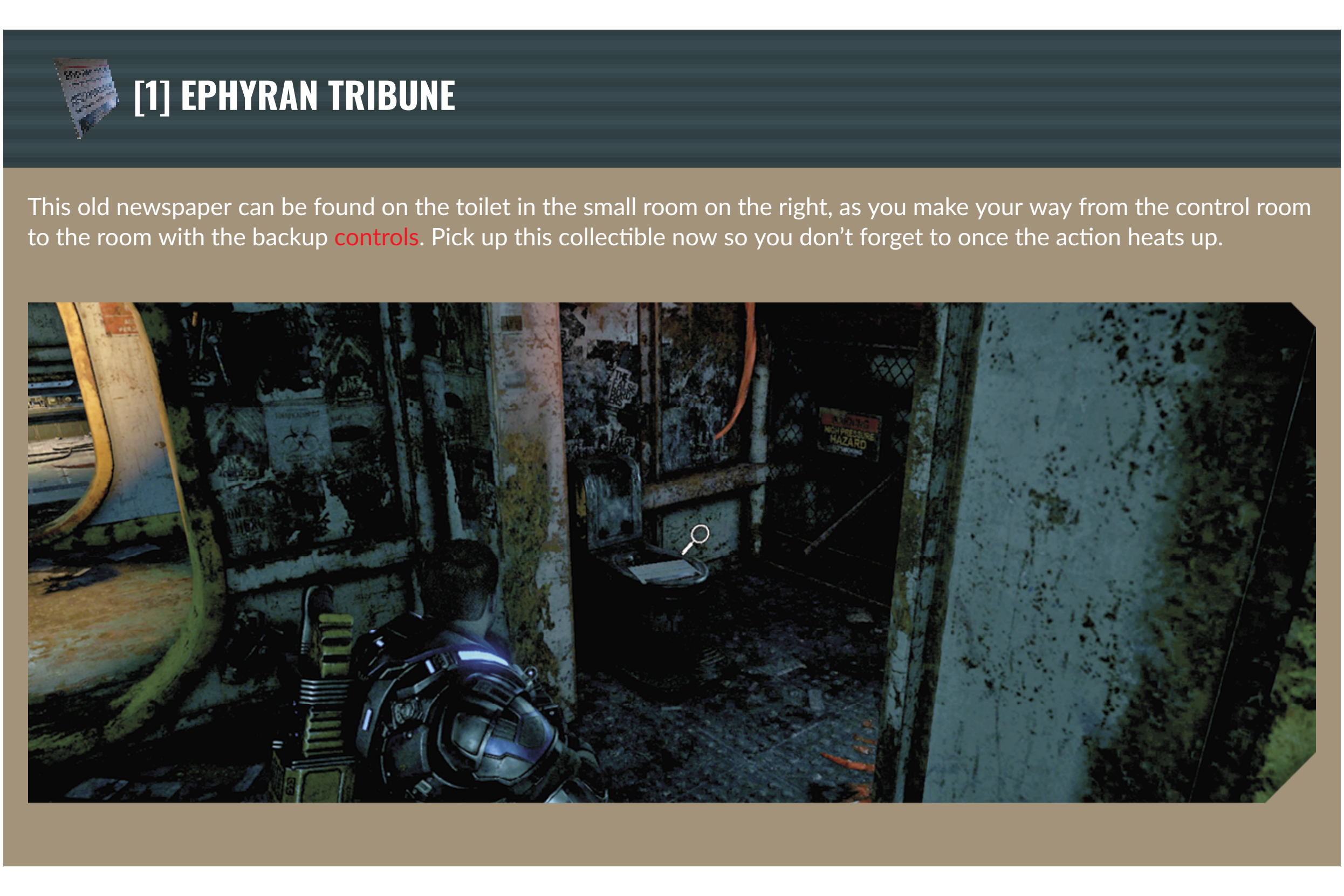
Several Juvies leap through the windows as you engage the secondary fuel tanks, so be ready.

The squad climbs up to the ore transporter with the hope of being able to power it up and ride it down into the mines far below ground. Things are quiet for now, so have a look around and make your way to the control room (use Tac-Com if you're unsure where the goal is). Pull the lever to turn on the lights.

The engines don't start but Del thinks it might be a case of fuel. Cross the ore transporter to the room on the opposite side of the platform. Have the Gnasher or Retro Lancer handy, as a few Juvies will attack as soon as JD goes to pull the lever for the reserve tanks. Kill the Juvies, then pull the second lever to fire up the engines and begin the slow descent.

[1] EPHYRAN TRIBUNE

This old newspaper can be found on the toilet in the small room on the right, as you make your way from the control room to the room with the backup controls. Pick up this collectible now so you don't forget to once the action heats up.



OBJECTIVE: DEFEND THE ORE TRANSPORTER

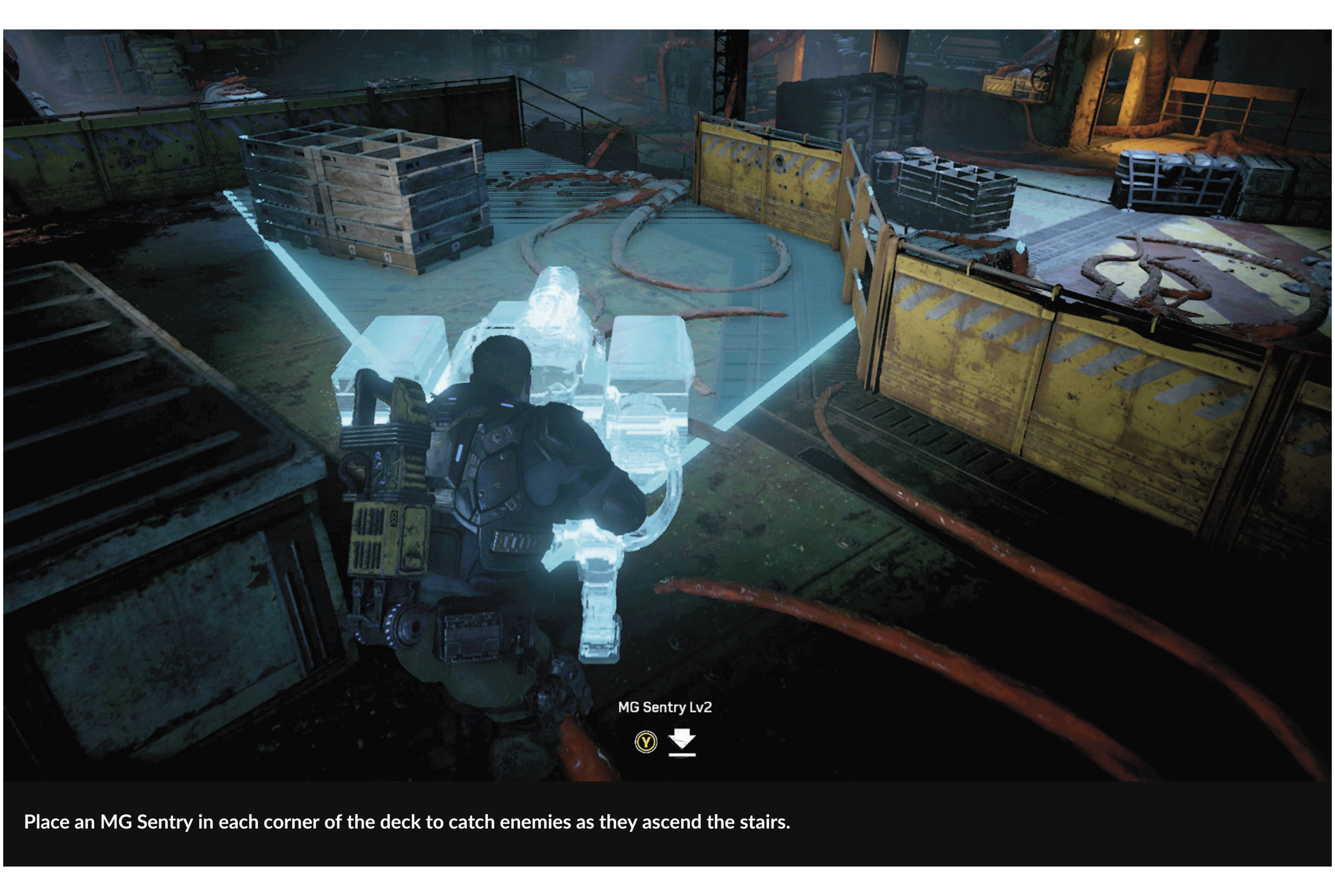
There's no telling why someone left a Fabricator in the control room, but it's a good thing they did. The whoops and screams of the Swarm can be heard echoing throughout the chasm, and they'll be making their way onto the ore transporter soon enough. Use the Fabricator to build some defenses.

Make the control room your base and use the Fabricator to cover the various approaches to this defensible area. We recommend buying a pair of MG Sentries and placing them in the corners on either side outside of the control room so that they can chew up any Swarm that come up the stairs.

Fabricator Options: 20,000 Initial Power

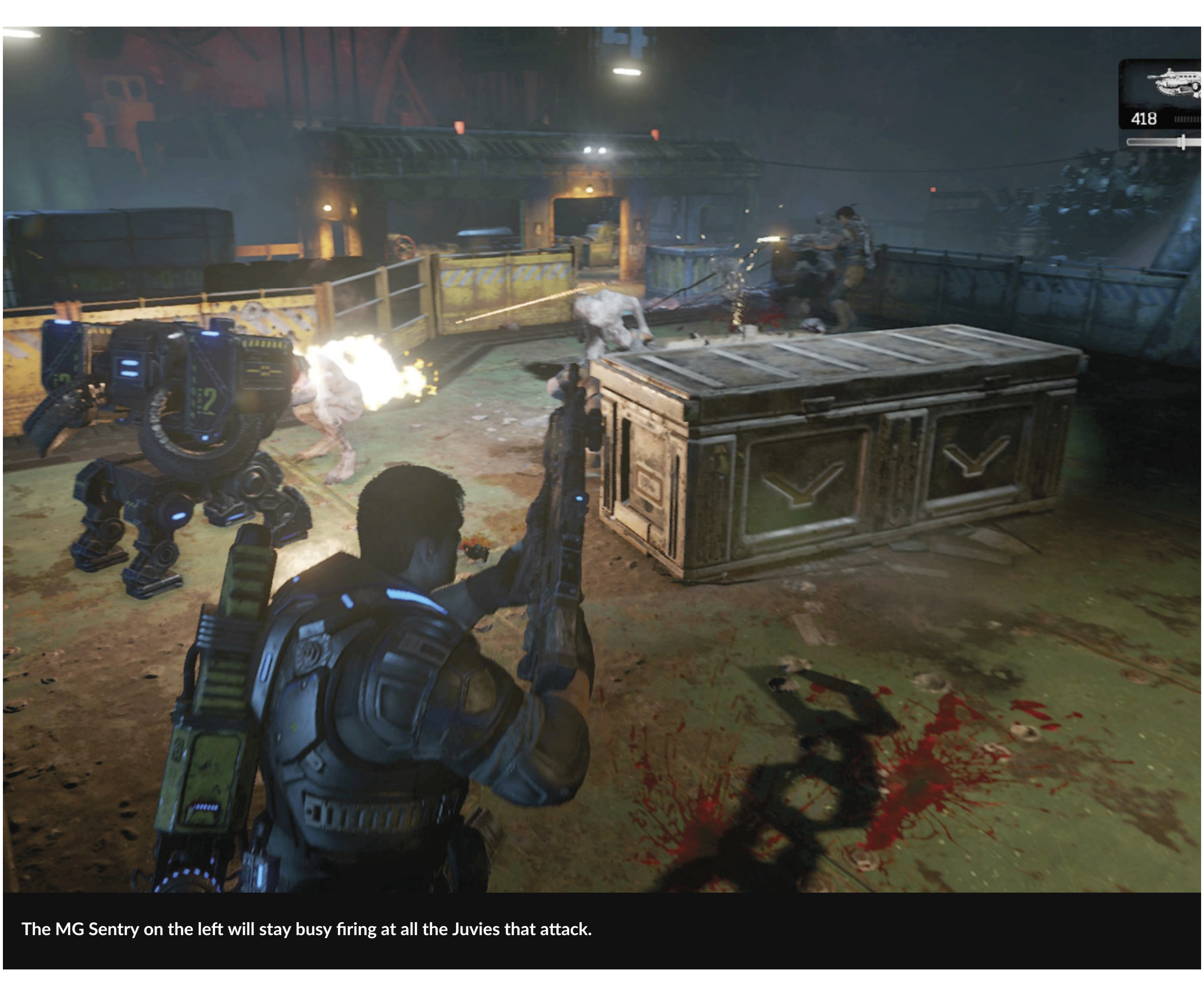
ITEM	CATEGORY	POWER COST
Barrier LV 2	Fortification	4000
Decoy LV 2	Fortification	4500
Shock Sentry LV 2	Fortification	6000
MG Sentry LV 2	Fortification	8000
Turret LV 2	Fortification	12000
Frag Grenade	Weapon	4000
Lancer	Weapon	2000
Markza Mk1	Weapon	2750
Longshot	Weapon	3000
Dropshot	Weapon	4000
Buzzkill	Weapon	6000

Players who like to use Barriers can place one near the hallway leading to the control room from the toilet, so as to slow down enemies coming up the lower stairs. Another option is to plant a Frag Grenade on each of the central stairs and another one on the workbench opposite the control room entrance.



Place an MG Sentry in each corner of the deck to catch enemies as they ascend the stairs.

The first wave consists entirely of Juvies. Lots and lots of Juvies. Use the Lancer to pick them off as they approach on the right-hand side, then switch to the Gnasher to better keep them from damaging your MG Sentry. Some of the Juvies make their way up the stairs leading to the central hallway, so be on the lookout for those coming up behind you.



The MG Sentry on the left will stay busy firing at all the Juvies that attack.

Most of the Juvies attack from the left, though a small handful eventually attacks from the right. Do your best to keep the MG Sentries intact so you don't need to buy another one before the second wave.

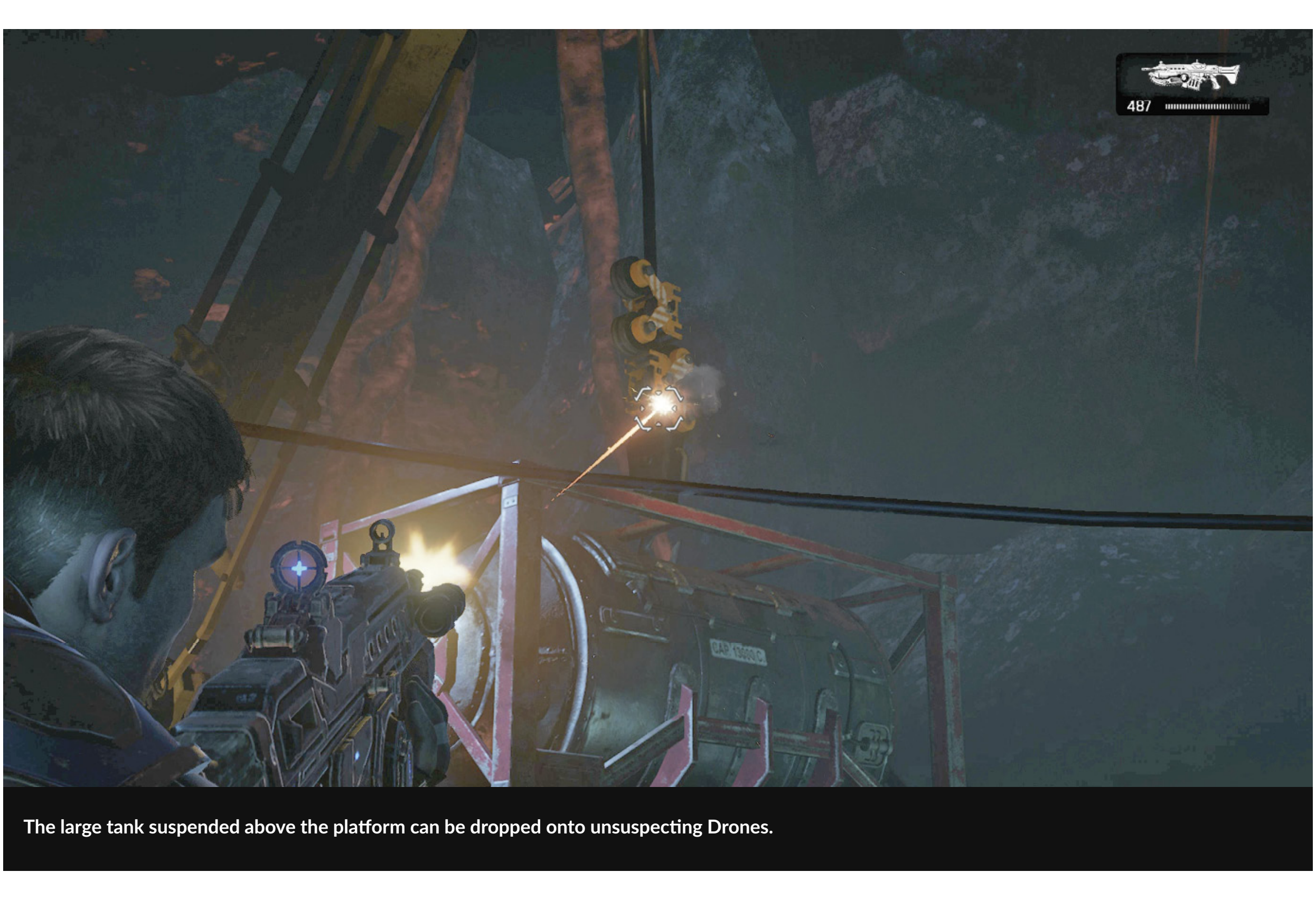
You'll receive 18,000 power units back on the Fabricator for use in the second wave. Consider purchasing a new MG Sentry to replace any that were destroyed and/or a turret. Place the turret just beyond the doorway leading out of the control room so whoever is using it can sweep the entire deck with bullets and not be blocked by the doorframe. If building the turret, place a barbed-wire barrier near the hallway leading from the toilet. This slows enemies down and makes them an easy target for the turret.

SENTRIES ON THE MOVE

Fortifications can be repositioned during a wave. You're not limited to the time between waves to make adjustments to your defenses. Consider moving any turrets or sentries you have to account for those that may be destroyed or have their line of fire blocked.

Many of the Drones attacking at the start of the second wave will come from the right. Watch to see where they are, then shoot the pulleys holding the large fuel tank above the platform. This drops the tank onto the deck, crushing the Swarm.

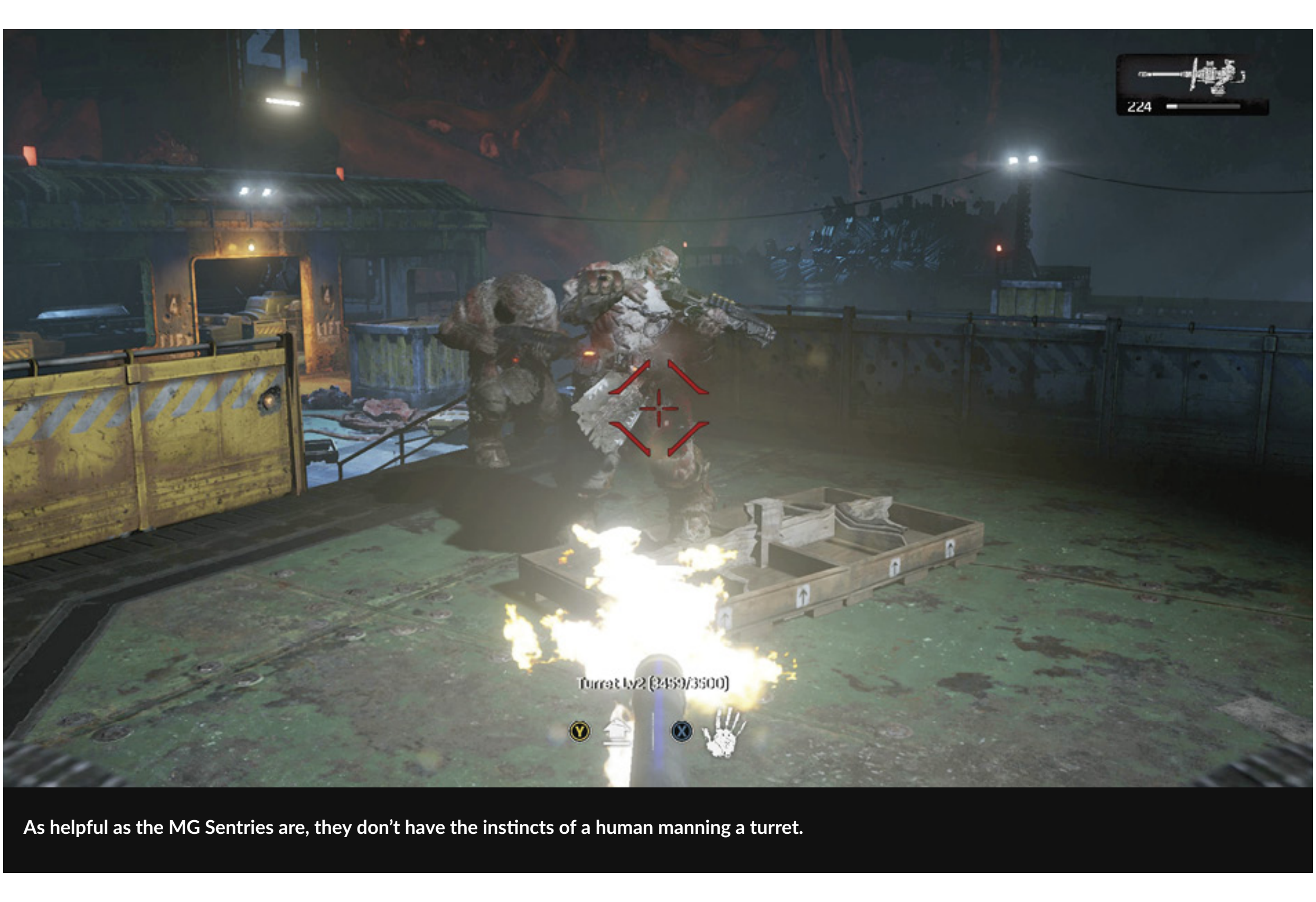
Move the turret to either side of the platform to replace any destroyed MG Sentries. Several Hunter Drones armed with Torque Bows attack during the second wave, so either kill them quickly or let go of the turret, as you'll be a sitting duck while manning the gun.



The large tank suspended above the platform can be dropped onto unsuspecting Drones.

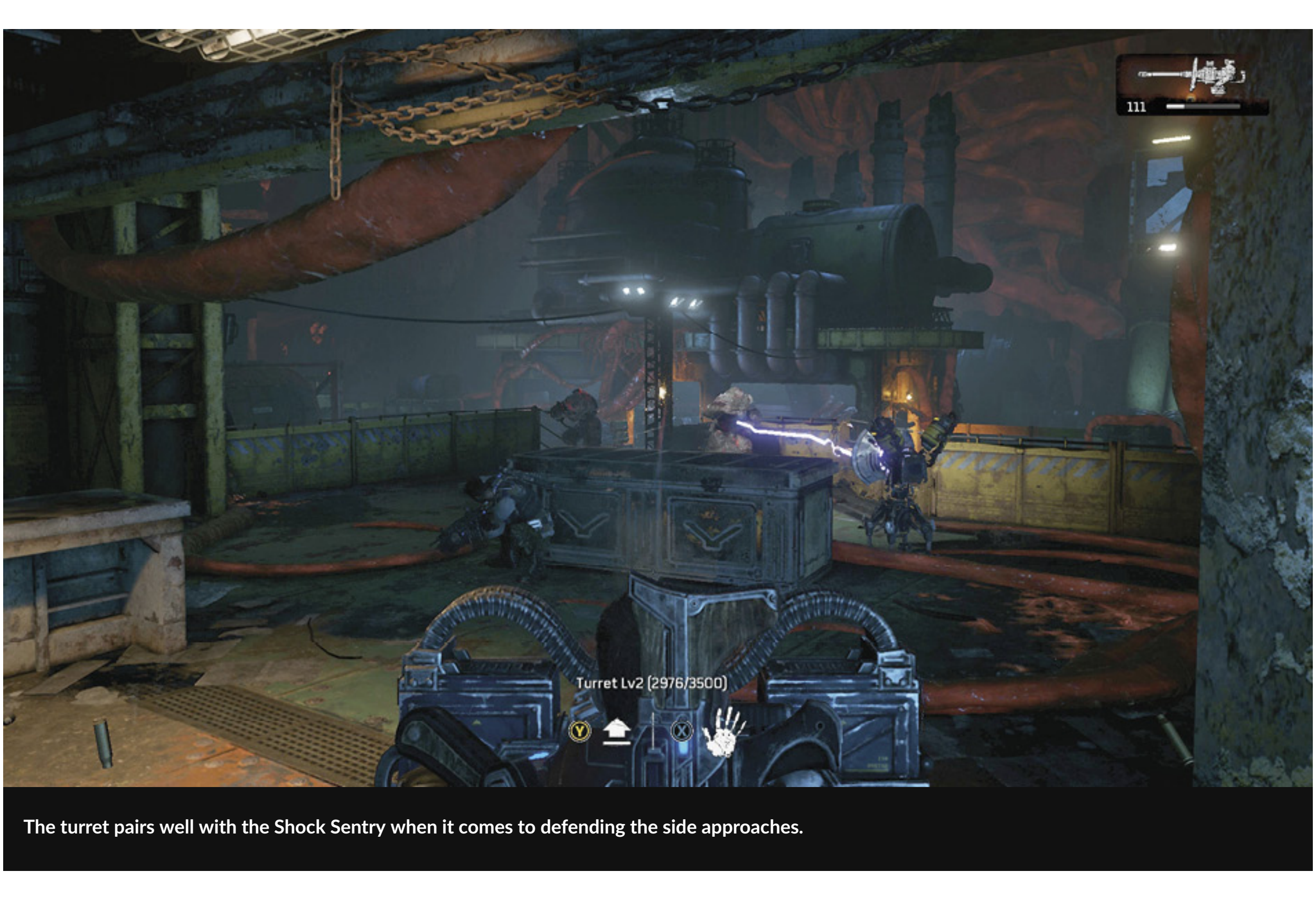
CO-OP TACTICS

This battle is much easier with a human ally that you can coordinate with. You'll naturally want to split up and watch over the left and right sides simultaneously, but your goal should be to defend the MG Sentries during the first wave. During the latter waves, place turrets near the stairs on either side and use those to kill the enemies as they spawn. A third turret or MG Sentry near the door to the control room can take care of any enemies coming up the middle.



As helpful as the MG Sentries are, they don't have the instincts of a human manning a turret.

The third wave starts with several Juvies and Drones attacking from the left before even more come from the right. Expect a steady parade of Grenadier Drones and Rifle Drones headed your way throughout the rest of this wave. Stick close to the control room door so you can keep the action in front of you, and don't be afraid to fall back to the Fabricator for cover, if necessary.



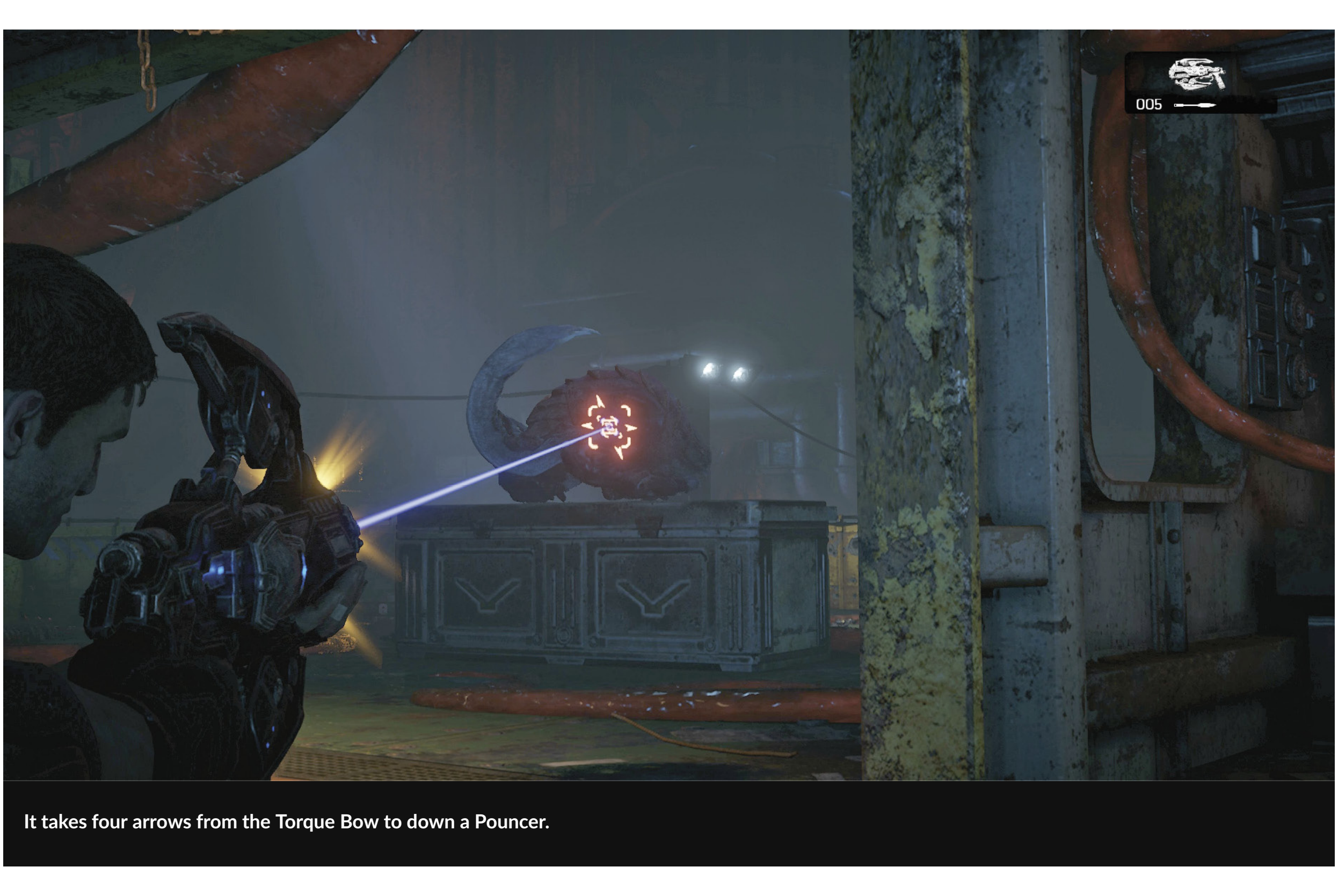
The turret pairs well with the Shock Sentry when it comes to defending the side approaches.

The scream of a Juvie announces the final ambush. Multiple Juvies will attack from all directions, followed closely by several Gnasher-wielding Drones. Use the Gnasher to take out the Juvies as quickly as you can so they don't destroy your fortifications, then switch to the Lancer and focus on the Drones. Your MG Sentries and turrets are a magnet for the Drones—don't be afraid to lob a Frag Grenade at them if it means killing multiple Drones at once. You'll probably lose the MG Sentry anyway if the Drones get it surrounded.

OBJECTIVE: ACTIVATE THE COOLANT SYSTEM

The engines stopped prior to the third wave due to the grinders overheating on the Swarm tendrils. Exit the control room and head left to the engine room on the side of the ore transporter. Grab hold of either of the large red valves and turn it once Del or Kait grabs the other. This activates the coolant system.

Hurry back to the control room and gather up the ammo and dropped Torque Bows littering the deck. Pouncers attack shortly after the transporter gets moving again. Take cover inside the control room and use the Torque Bow to take out the Pouncers. Focus your firepower on one Pouncer at a time, as you'll have Juvies joining the fight before long. You don't want both Pouncers still leaping about, firing their quills at you while the deck is crawling with Juvies.



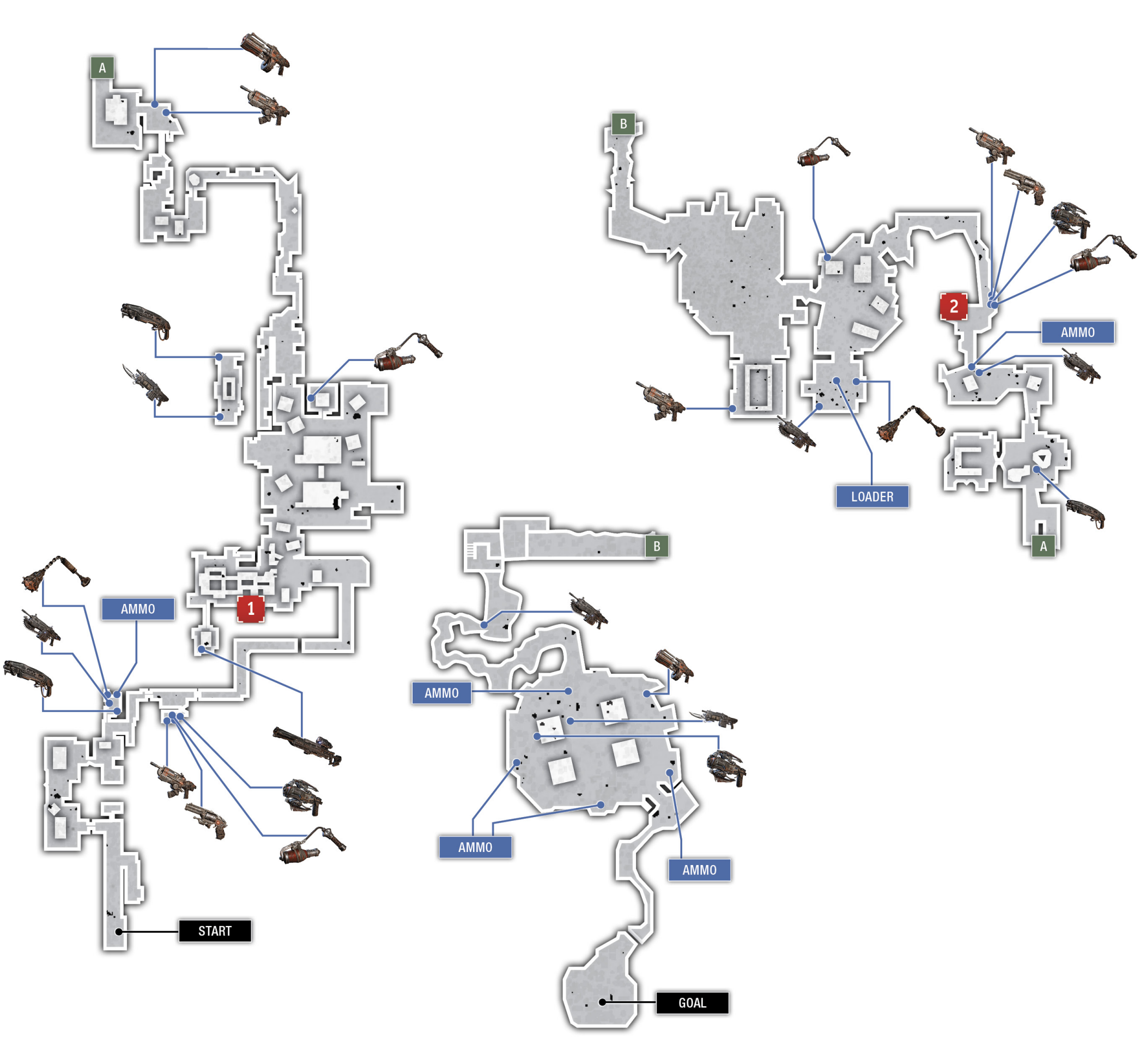
It takes four arrows from the Torque Bow to down a Pouncer.

OBJECTIVE: ACTIVATE THE EMERGENCY BRAKE

The ore transporter begins to fall from its tracks as you battle the Juvies, causing a fire to break out and much damage. You must activate the emergency brake on the other side of the lift, and there's not much time to do it. Ignore any and all Swarm that appear on the platform and roadie run toward the indicator. Vault over cover to take as straight a path as possible and to avoid enemies.

Act 3

Chapter 6: Origins



COLLECTIBLES

- 1 Locust Shell Crystal
- 2 Mine Scavenger List

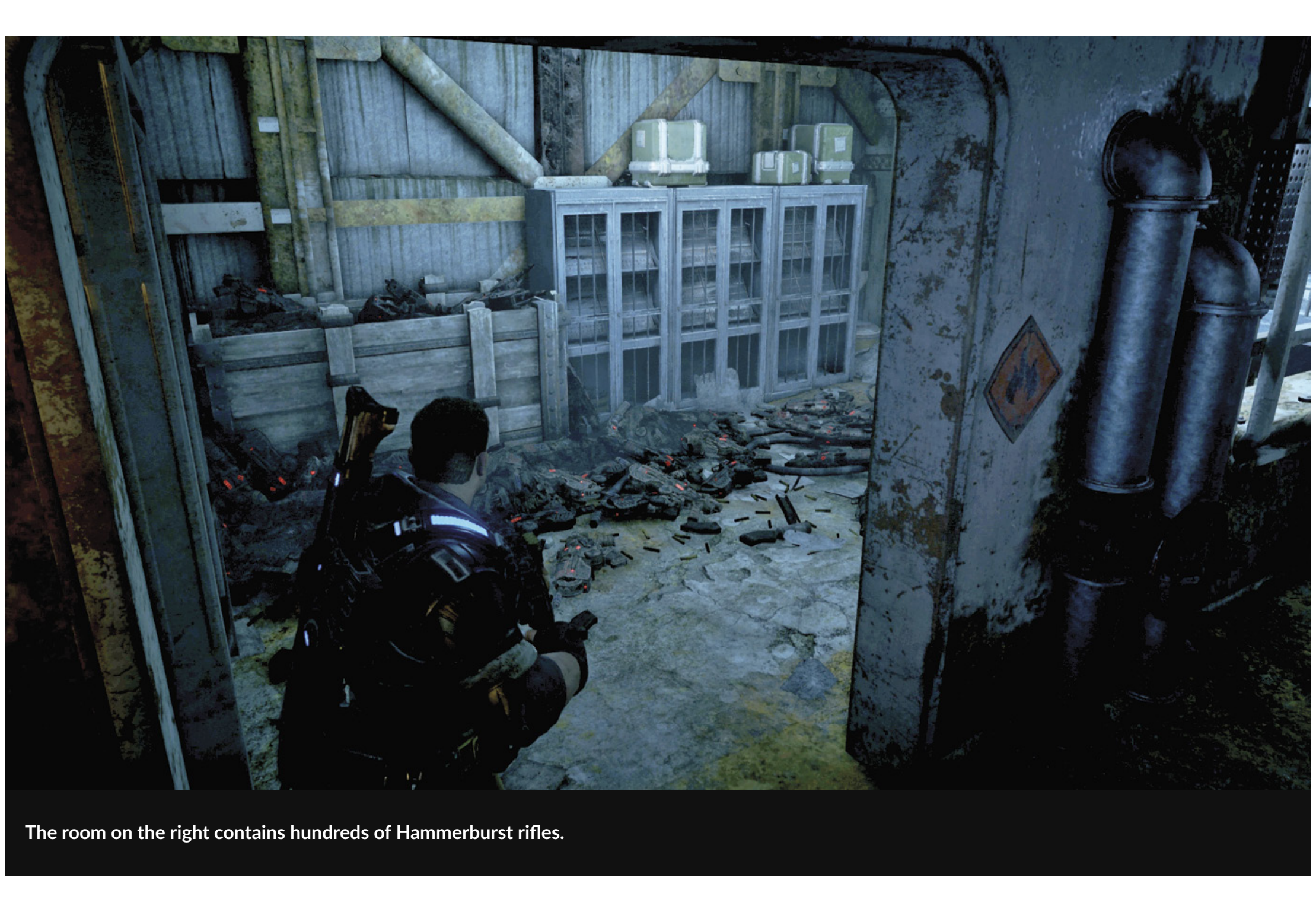
SITUATION OVERVIEW

The ride down into hell was everything Del feared it would be, and even ended up in flames. How appropriate. How the squad is going to get back out of the trench is anyone's guess, but it's not what they're concerned with right now. They need to find Marcus first; they'll worry about devising a way out later.

MINING FACILITY

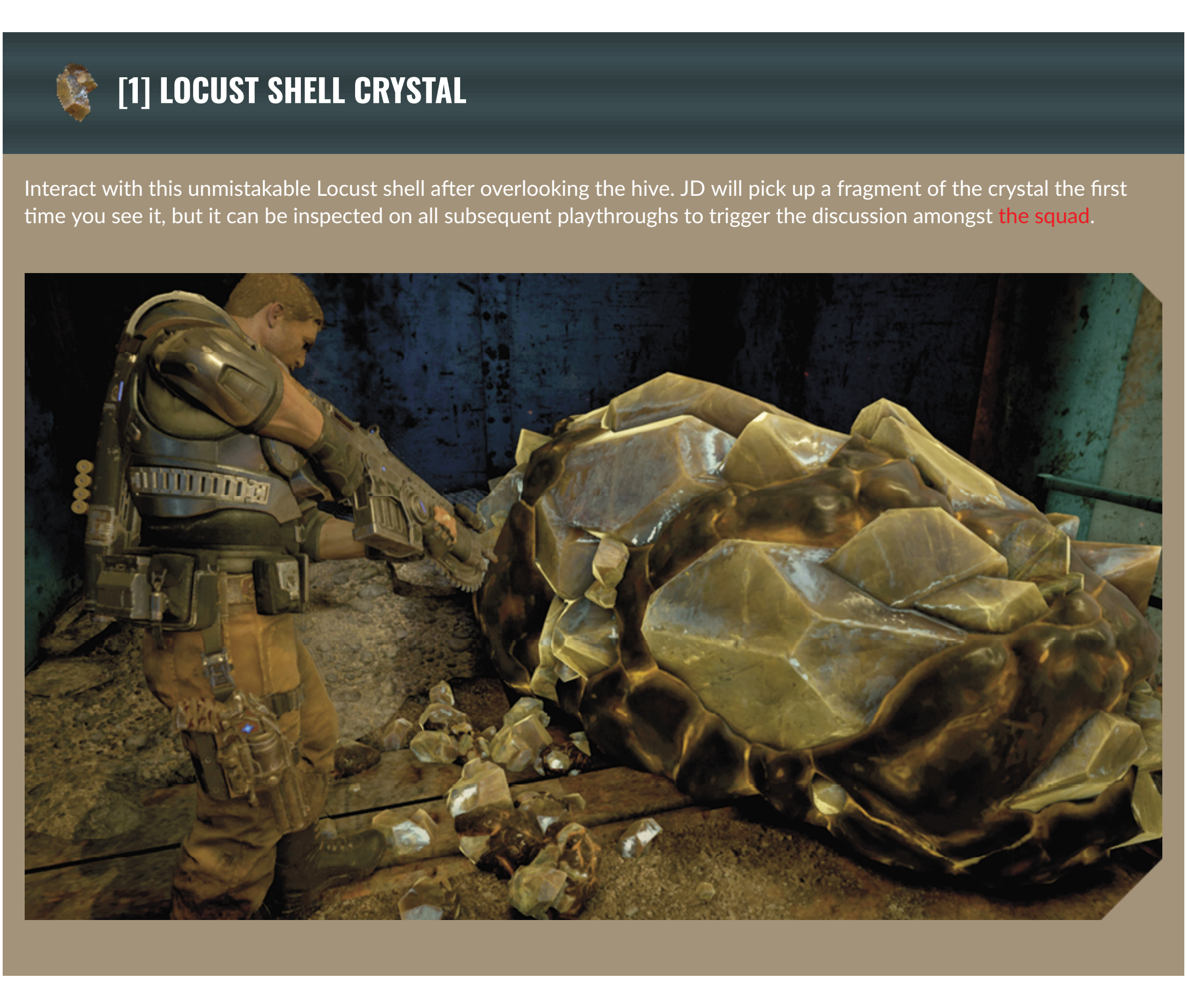
OBJECTIVE: HEAD TOWARD THE HEART OF THE HIVE

Follow the path into the room on the left up ahead, where you'll need to use the lever to the left of the door to unlock the exit. Duck into the storage room beyond the left to load up on ammo and Frag Grenades, then continue down the stairs and around the walkway to the right.


The room on the right contains hundreds of Hammerburst rifles.

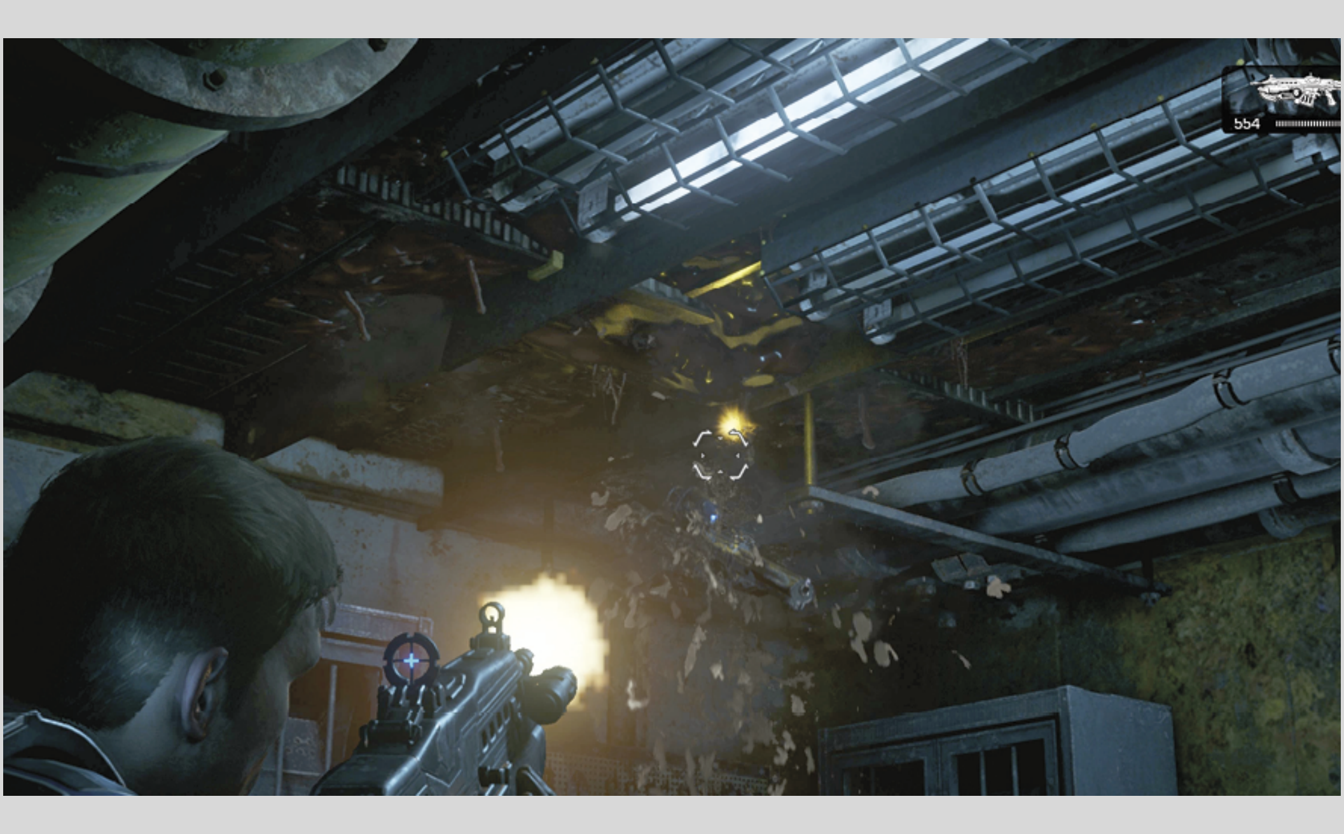
[1] LOCUST SHELL CRYSTAL

Interact with this unmistakable Locust shell after overlooking the hive. JD will pick up a fragment of the crystal the first time you see it, but it can be inspected on all subsequent playthroughs to trigger the discussion amongst the squad.



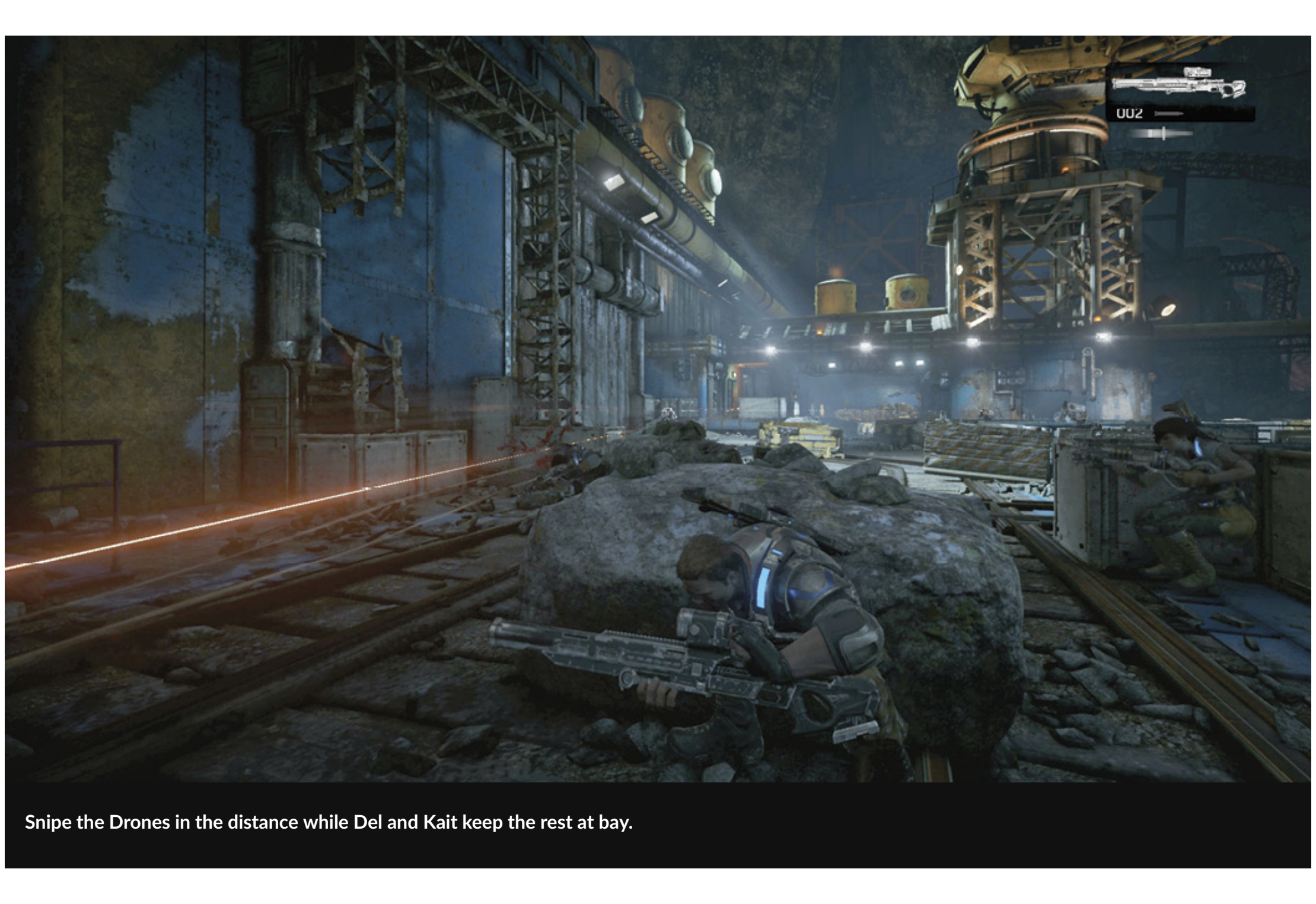
LONGSHOT ON THE CEILING

Enter the room just beyond the Locust shell and shoot the snot bubble on the ceiling. This will free a Longshot entrapped within the goo.



Inspect the Locust shell to gain a little understanding of the Locust-Swarm relationship (or lack thereof) and wend your way down the stairs to the platform controls. The controls don't work right now, so the squad needs to drop off the ledge.

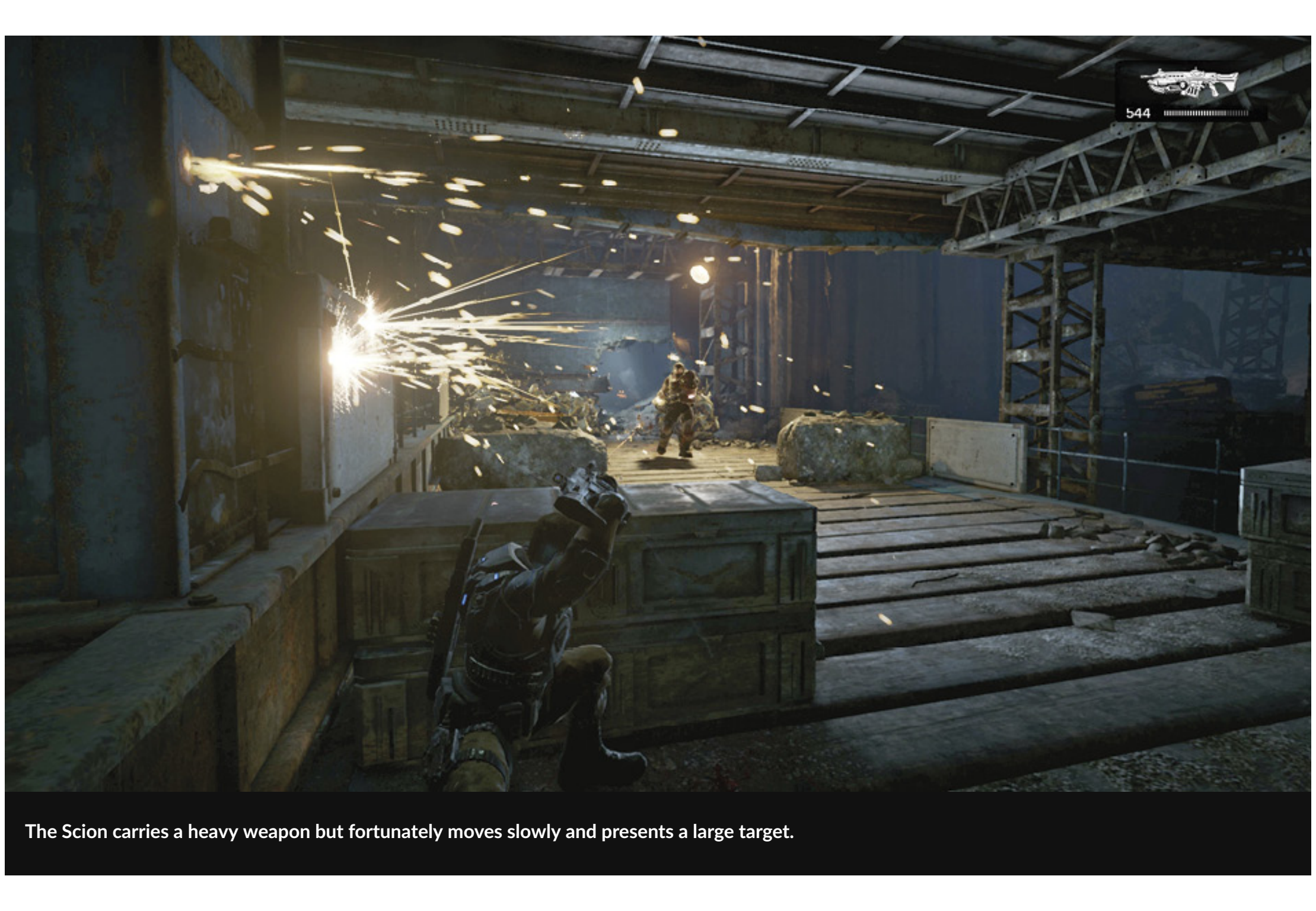
Tuck into cover behind the nearest boulder and use the Longshot retrieved from the snot bubble to snipe the Grenadier Drones that clamber up onto the mining platform. Snipe as many Drones as you can, then swap out the spent Longshot for a Gnasher and take the fight to the rest of them. Yank-and-shank those behind low cover and push on toward those behind the yellow mining bin.


Snipe the Drones in the distance while Del and Kait keep the rest at bay.

OBJECTIVE: INVESTIGATE LOCUST SHELLS

Gather up the ammo from the broken walkways on the right, then push through the office on the left, near the walkway, to find additional ammo and Incendiary Grenades. Make sure you're well-equipped before inspecting the Locust shell crystals.

A large Swarm creature soon to be known as a Scion breaks through a wall behind the Locust shells. The Scion is armed with a Mulcher and, for the time being, is alone. Drop into cover and open fire with your Lancer and Frag Grenades to take him out before any Juvies join the fight.


The Scion carries a heavy weapon but fortunately moves slowly and presents a large target.

SCION SUPPORT NETWORK

Scions have the ability to effectively upgrade Drones to tougher, more dangerous foes. Scions will raise their fists amid a cloud of Osmium dust and increase the armor and damage output of nearby Drones. The effected Drones will change in appearance—kill the Scion before he can upgrade any other Drones!

Leave the Mulcher where it lies and use the Gnasher to kill off the Juvies that attack, then grab the Mulcher and ready it on the hole. Kill off any Drones that enter, but keep the Mulcher cooled off for when the second Scion appears. This one is armed with a Dropshot, so you had better be careful about staying in one place for too long.

OBJECTIVE: DESCEND THROUGH THE MINING FACILITY

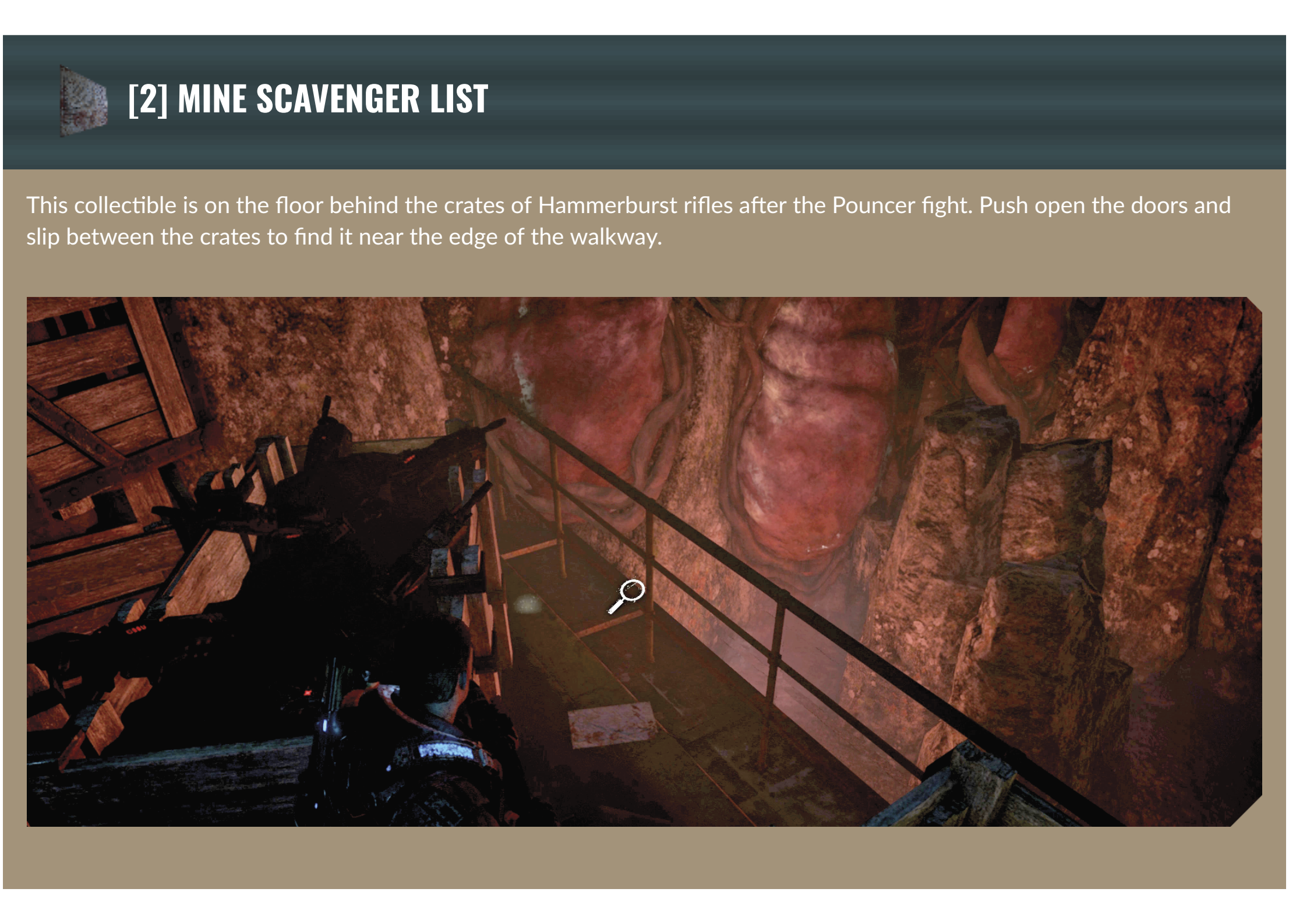
Take the Dropshot with you as you head through the hole and follow the path ahead, through the metal door, and down the steps toward where the pods and tendrils are more prevalent. Pull the lever to unlock the door in the control room up ahead and proceed down the spiraling stairs to the lower area.

Descend the steps to the room with the scattered Juvie corpses and note the door on the left. JD can't budge this one open—it's locked from the other side—so you'll have to continue straight.

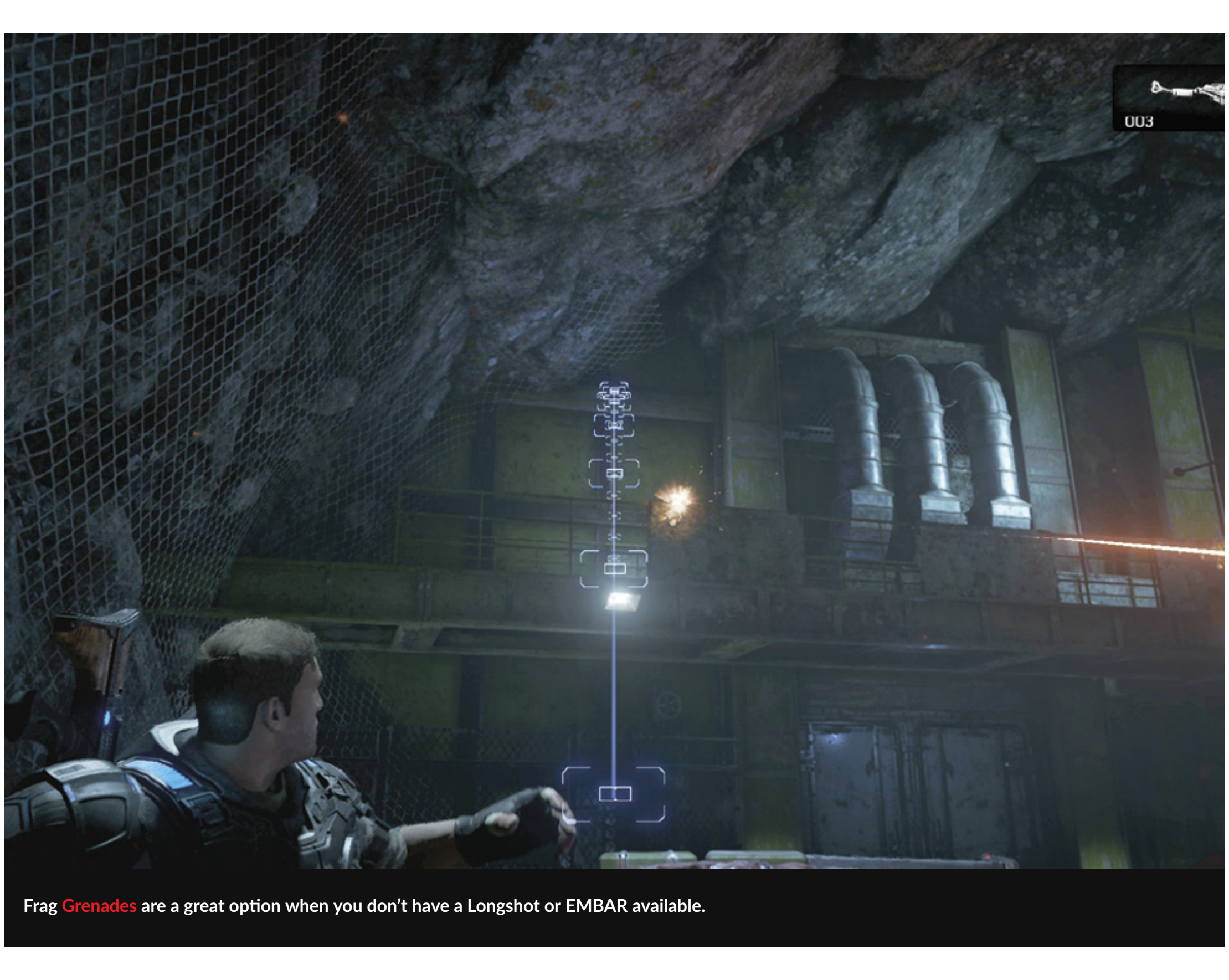
A Pouncer attacks in the cavern beyond the locker room. Wait for it to leap onto the rock in the center, then dodge-roll side to side to avoid its quill attack. Focus on the Pouncer with your Lancer until its belly starts to glow indicating that it's weakened. After each roll, stand and rev your chainsaw to bait it into leaping at you. Watch for the tail to light up and roll again if it does, otherwise chainsaw the leaping Pouncer for a quick kill.

[2] MINE SCAVENGER LIST

This collectible is on the floor behind the crates of Hammerburst rifles after the Pouncer fight. Push open the doors and slip between the crates to find it near the edge of the walkway.



Continue through the door on the right to where another stash of Hammerburst rifles has been deposited. Grab the Frag Grenades on the right, descend the stairs, and hurry into cover. Two Sniper Drones are located on the upper walkway of the mining facility. Toss a Frag Grenade up at each of them while Kait and Del take care of the Drones on the ground. You can find some Incendiary Grenades behind a block on the right if you're out of Frags.

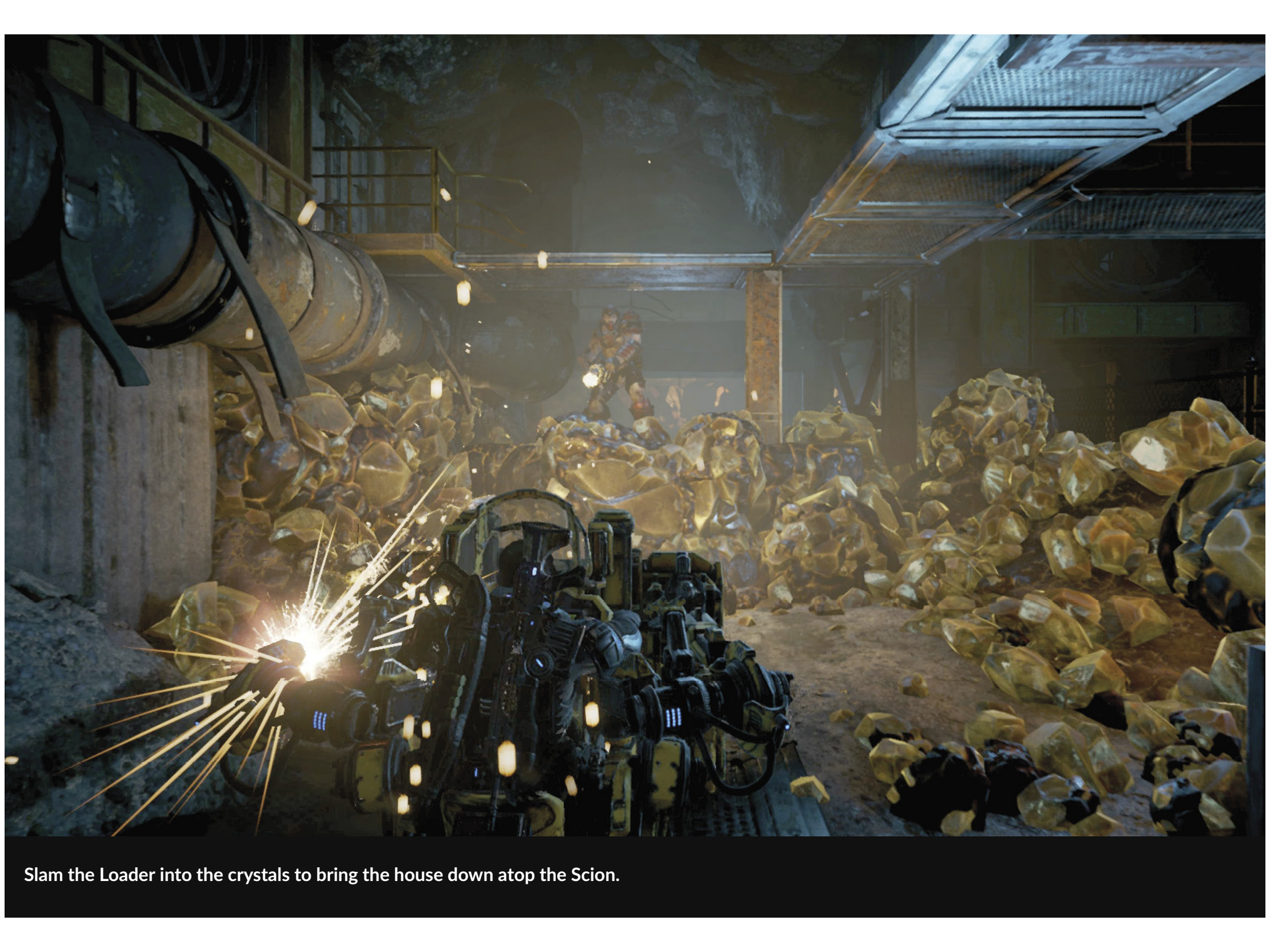

Frag Grenades are a great option when you don't have a Longshot or EMBAR available.

The doors beneath the Snipers burst open and a Scion armed with a Buzzkill steps out alongside several Drones and Juvies. Lob any remaining grenades you have at the Scion right away, before it can upgrade the Drones. Finish off the remaining Swarm and enter the workshop.

Climb aboard the Silverback Loader and steer it out of the workshop and toward the pipe blocking the way. Hold the Run button as if trying to roadie run to bring the Loader up to speed so it can smash through the debris. Chase after the pipe as it rolls downhill and charge right through the Juvies. Press the Melee button to stomp the Juvies that get too close. Keep moving and don't exit the Loader until you charge into the pile of Locust shells where the Scion is standing. This will knock the platform above it down, crushing the Scion and creating a path up and over the crystals.

The Silverback Loader can charge right through debris and enemies alike!

Descend the spiraling stairs, grab the Frag Grenades, and cut through the tendrils blocking the path on the right. Follow the narrow, tendril- and pod-laden path to the cavern up ahead. It's time to fight a Snatcher.


Slam the Loader into the crystals to bring the house down atop the Scion.

OBJECTIVE: KILL THE SNATCHER

SNATCHER

The Snatcher isn't just a larger version of the Pouncer. The Snatcher's quill attack—a single deadly projectile it fires from its tail—can down a member of the squad with a single hit. And once a player is downed, the Snatcher doesn't just try to maul the player, it opens its belly pouch and, well, you saw what happened to Marcus…

It's imperative that you avoid the Snatcher's quill attack. That's your top priority, as there's no guarantee that Del and Kait will be able to free you from the Snatcher's pouch if you get captured. Similarly, your second focus must be on shooting the Snatcher's orange-lit stomach whenever one of your allies gets abducted. The Snatcher will try to flee the area whenever it captures a person—shoot the hostage free before it can leave the area, otherwise the mission is deemed a failure.

The Snatcher also spits a toxic, fiery projectile that causes heavy damage with direct contact and leaves the ground burning for several seconds. Fire on the Snatcher's stomach as it marches toward your position, then dodge-roll away as it pauses to spit its fiery phlegm.

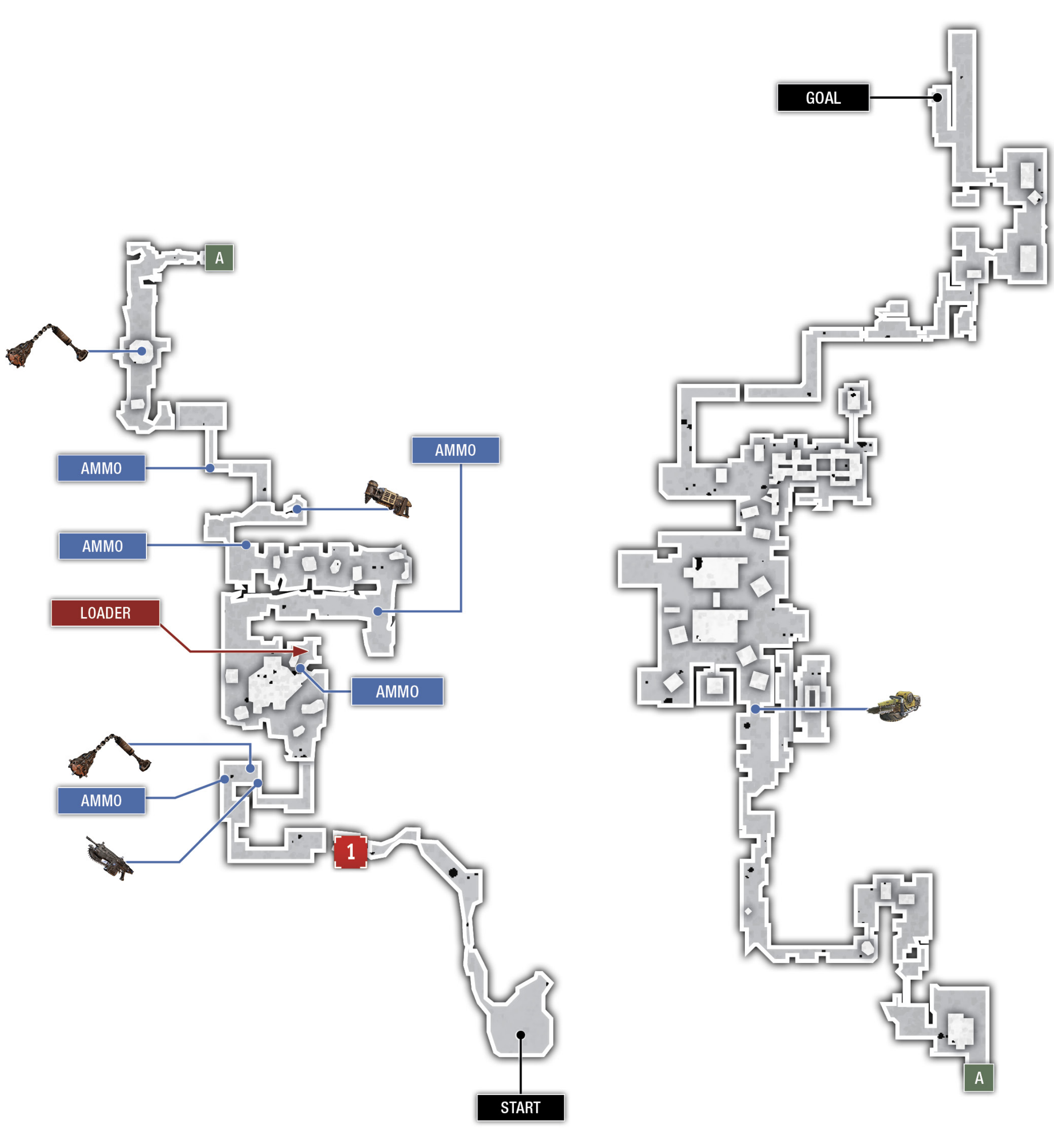
Listen for the Snatcher's attack call, as that indicates it's about to fire its quill. Be quick to dodge behind cover if it's facing you when it makes that warbling noise, else you'll be downed for sure, even if only leaning out of cover. The Snatcher will also periodically leap into the air to perform a ground-pound attack and can use its front legs to strike you if, by chance, you get revived before it has a chance to abduct you.

The way to kill the Snatcher is to just focus your firepower on its stomach and keep away from it as best as possible. Frag Grenades tossed underneath it are a great way to inflict damage and also instantly free a captured ally. Also, there's a Boomshot on the ground in the cavern, near one of the pods, that can be used to make quick work of the Snatcher.

Cross the cavern to the fallen slab of metal that gives you a ramp up and out of the pit. Head to the right and follow the path to a clearing with a fresh pod—the pod containing Marcus. Act 4 continues from this very spot.

Act 4

Chapter 1: Get Out



COLLECTIBLES

1 Locust Shell Disposal Form

SITUATION OVERVIEW

The squad's decision to risk it all and brave the depths of the mine paid off. Not only did they find the pod with Marcus, but they got to him before it was too late! Marcus was able to provide some information about the origins of the Swarm and what they're doing with the humans they capture, but the questions still outnumber the answers. They'll have to check another burial site for Reyna, but first they need to find a way out.

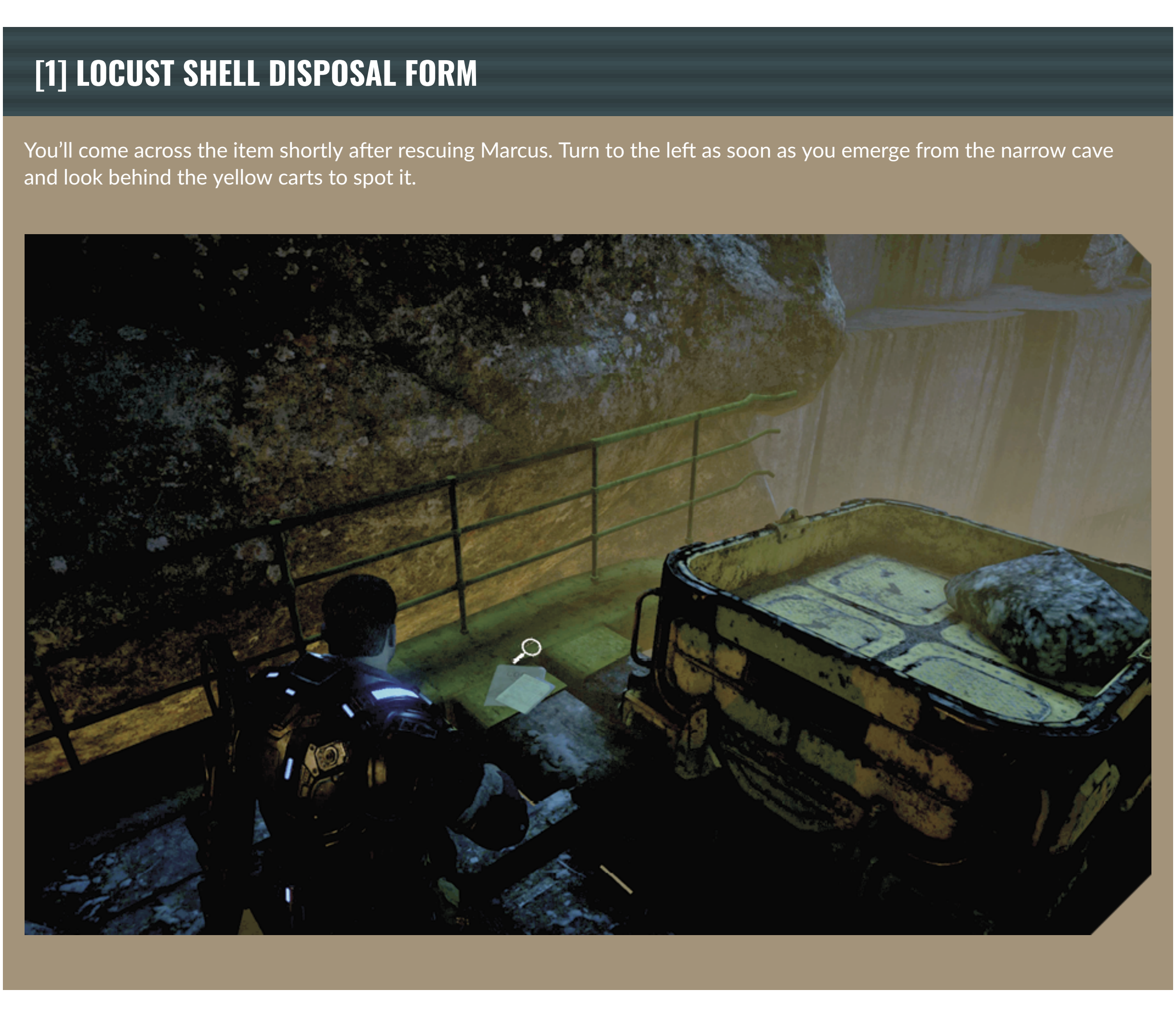
LOCUST BURIAL SITE

OBJECTIVE: RETURN TO THE ORE TRANSPORTER

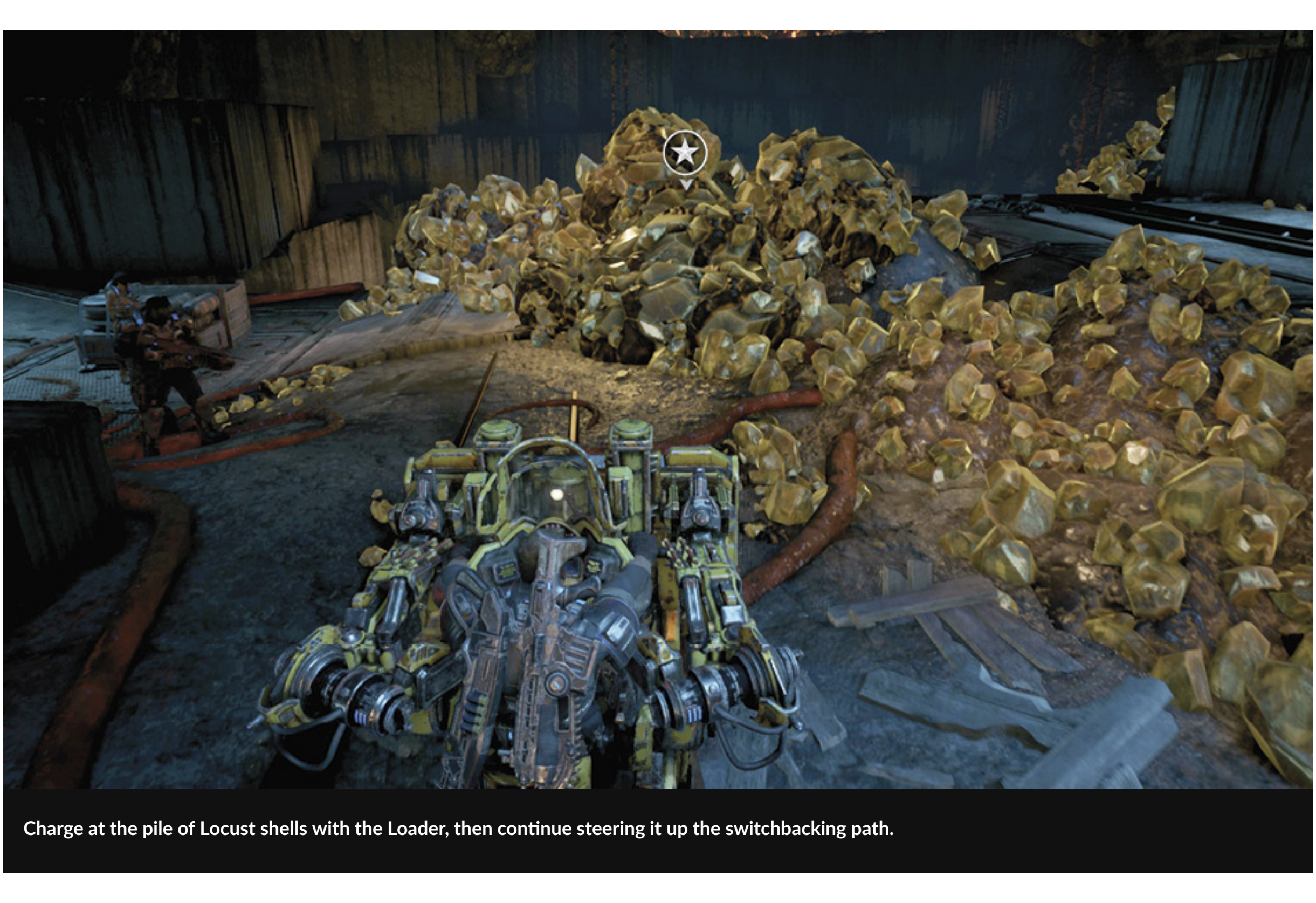
Lead the way up the left-hand path and cut through the tendrils. Follow the path out onto the mining platform with the collapsed mine cart tracks. Round the corner after the mine carts and grab the weapons and Frag Grenades that are beyond the door to the right.

[1] LOCUST SHELL DISPOSAL FORM

You'll come across the item shortly after rescuing Marcus. Turn to the left as soon as you emerge from the narrow cave and look behind the yellow carts to spot it.

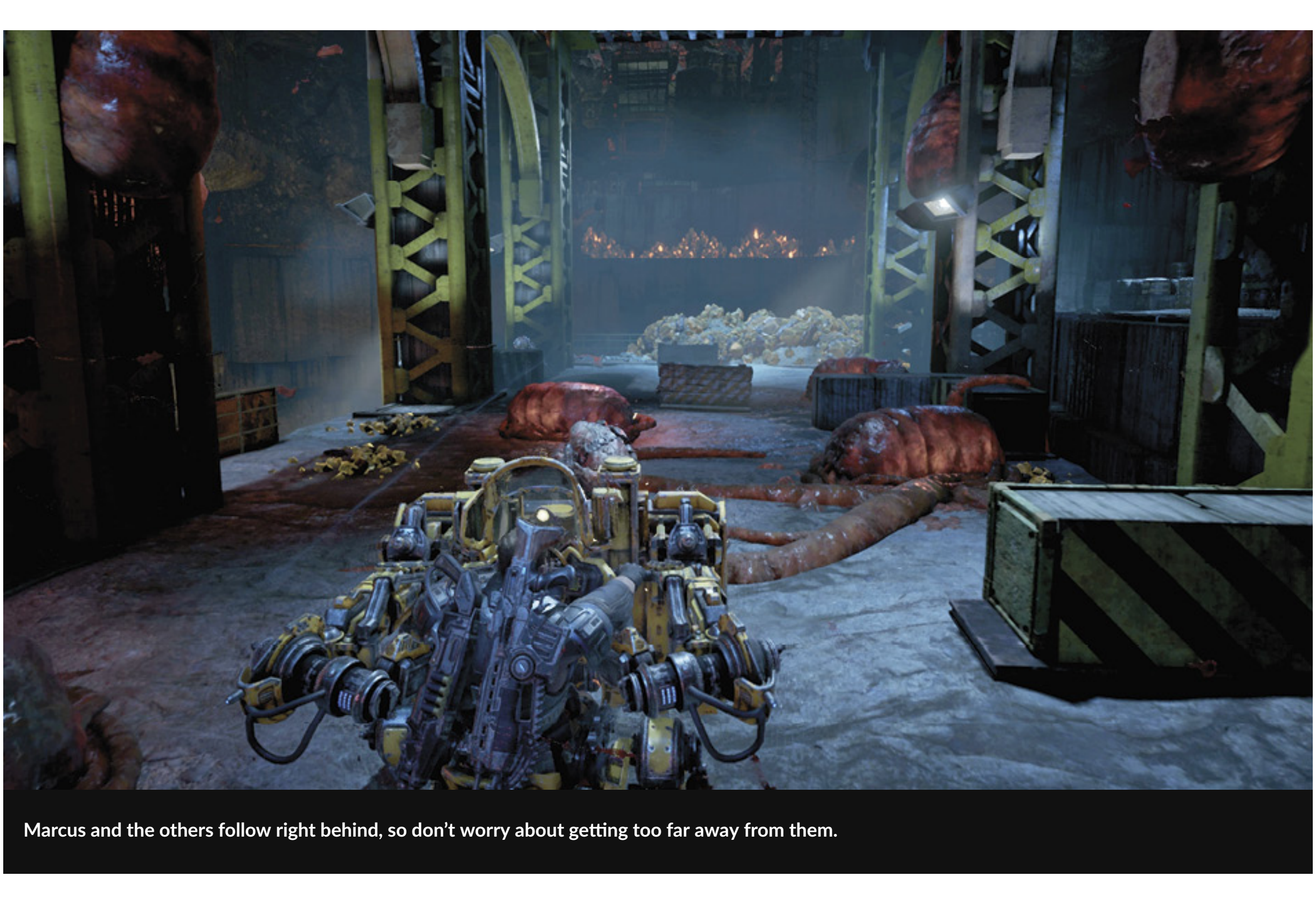


Loop around the pile of crystals to the left and locate the Loader. Climb aboard and take a running charge at the pile of Locust shells to push them into the abyss. This clears a path for the squad.



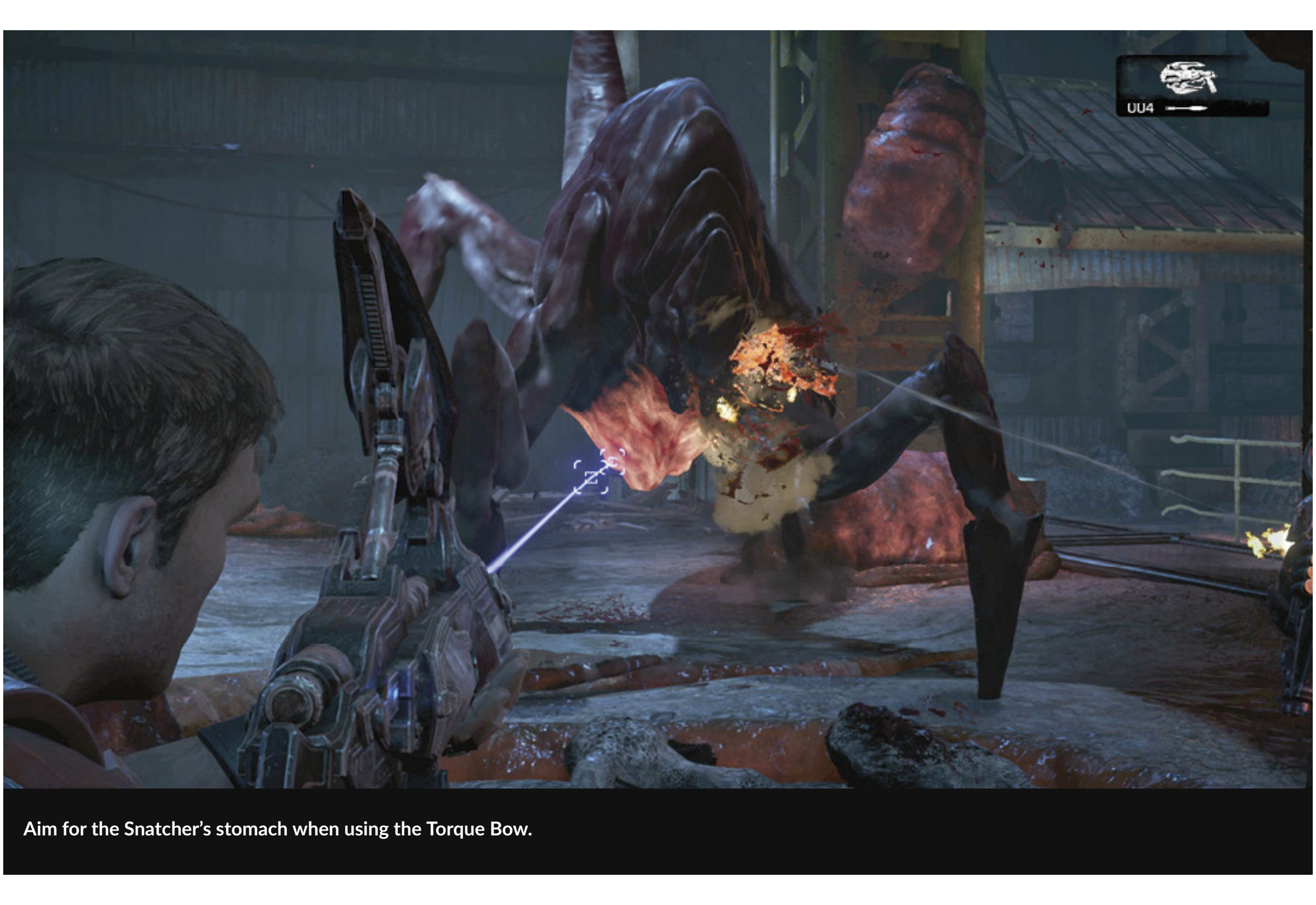
Charge at the pile of Locust shells with the Loader, then continue steering it up the switchbacking path.

Kait calls attention to the Juvies attacking to the right. Pilot the Loader up the path to the right, straight through the Juvies. Turn the corner to the left and keep going past the Drones and Hunter Drones in the distance. Smash through any breakable cover, push the Drones off the ledge, and stomp any that dare approach the Loader. Push the second pile of Locust shells off the platform, then exit the Loader.



Marcus and the others follow right behind, so don't worry about getting too far away from them.

Grab one of the dropped Torque Bows and target the Snatcher that attacks. The Snatcher follows the winding path up to where you are, but if it manages to abduct any members of the squad, it leaps down off the ledge and hurries across the pit to escape. Ignore the Juvies that attack alongside the Snatcher as best you can and focus your attacks on the larger foe. Revive any fallen allies quickly and stay on the move. Consider running past the Snatcher to the far end of the path. Once it gets close, you needn't fight it in such close confines.

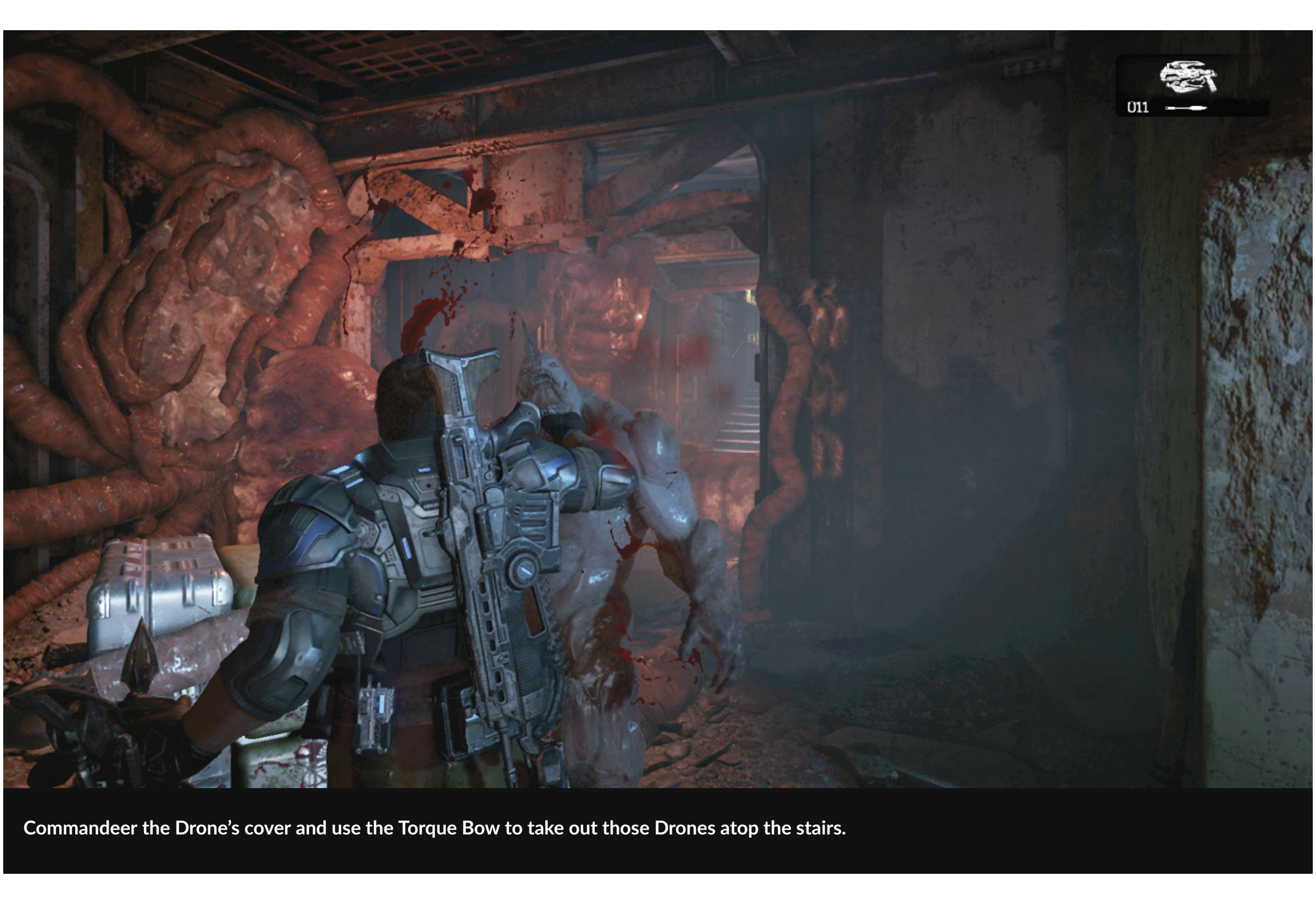


Aim for the Snatcher's stomach when using the Torque Bow.

Follow the path through the door and access hallways to where you spot a Dropshot in a mine cart. Swap out the Gnasher or Torque Bow for the Dropshot and continue to the next cavern where a Swarm nest appears. Lob a Frag Grenade to close the nest, then drop the hanging pod on any Drones that managed to exit the nest. Look for Frag Grenades in the nest and take cover inside the crater.

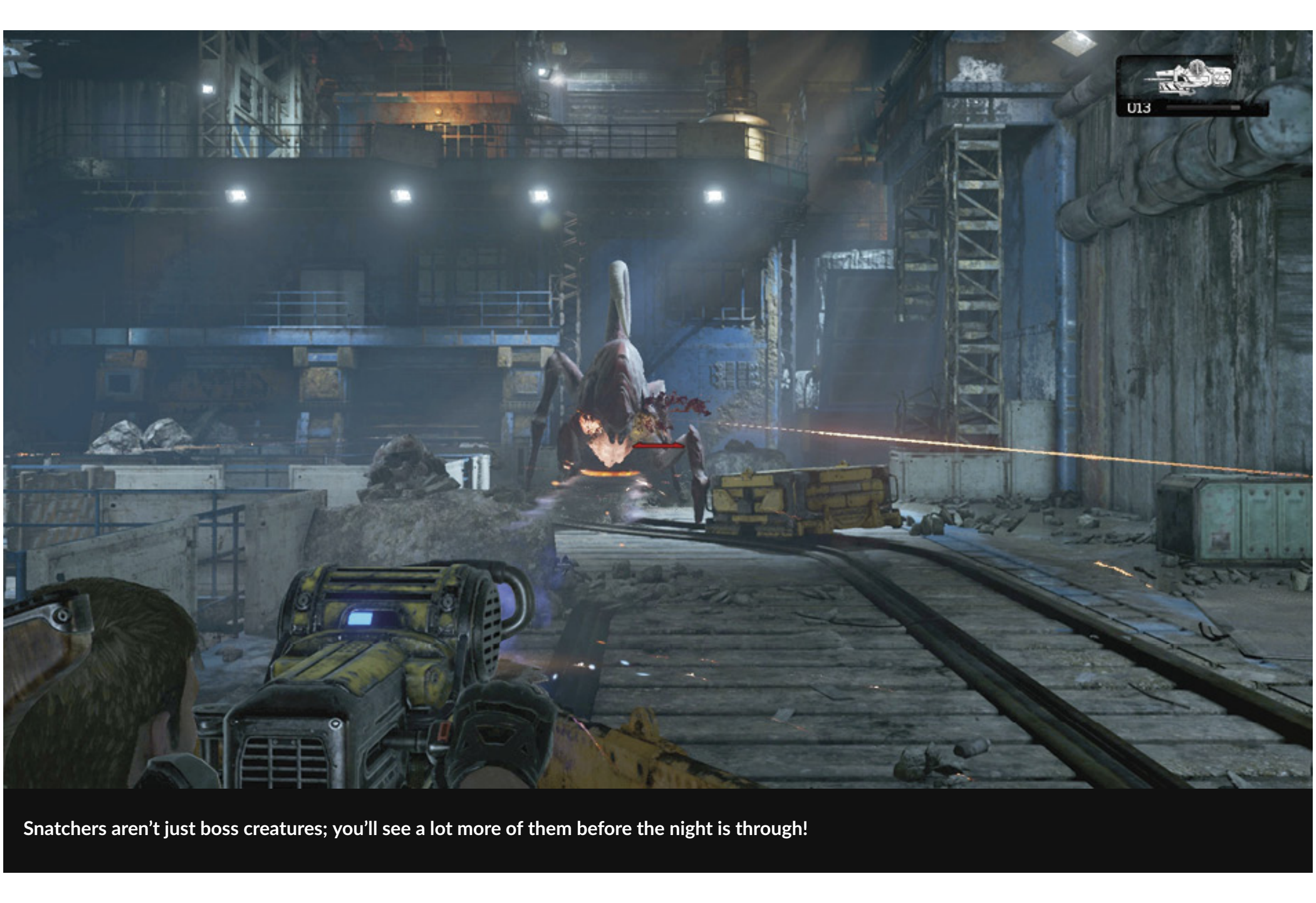
Collect the Hunters' dropped Torque Bows and kick through the door on the right to continue. Climb the ladder and chainsaw through the chain on the doors to return to the room with the numerous Juvie corpses. This is the room you came through earlier. Ascend the spiraling stairs on the right to regain the original route that you took from the ore transporter. You're getting close!

Wend your way through the control rooms to the Imago Drone behind the tendril-wrapped containers up ahead. Yank-and-shank this lone Drone, then lead the charge up the stairs to the right.

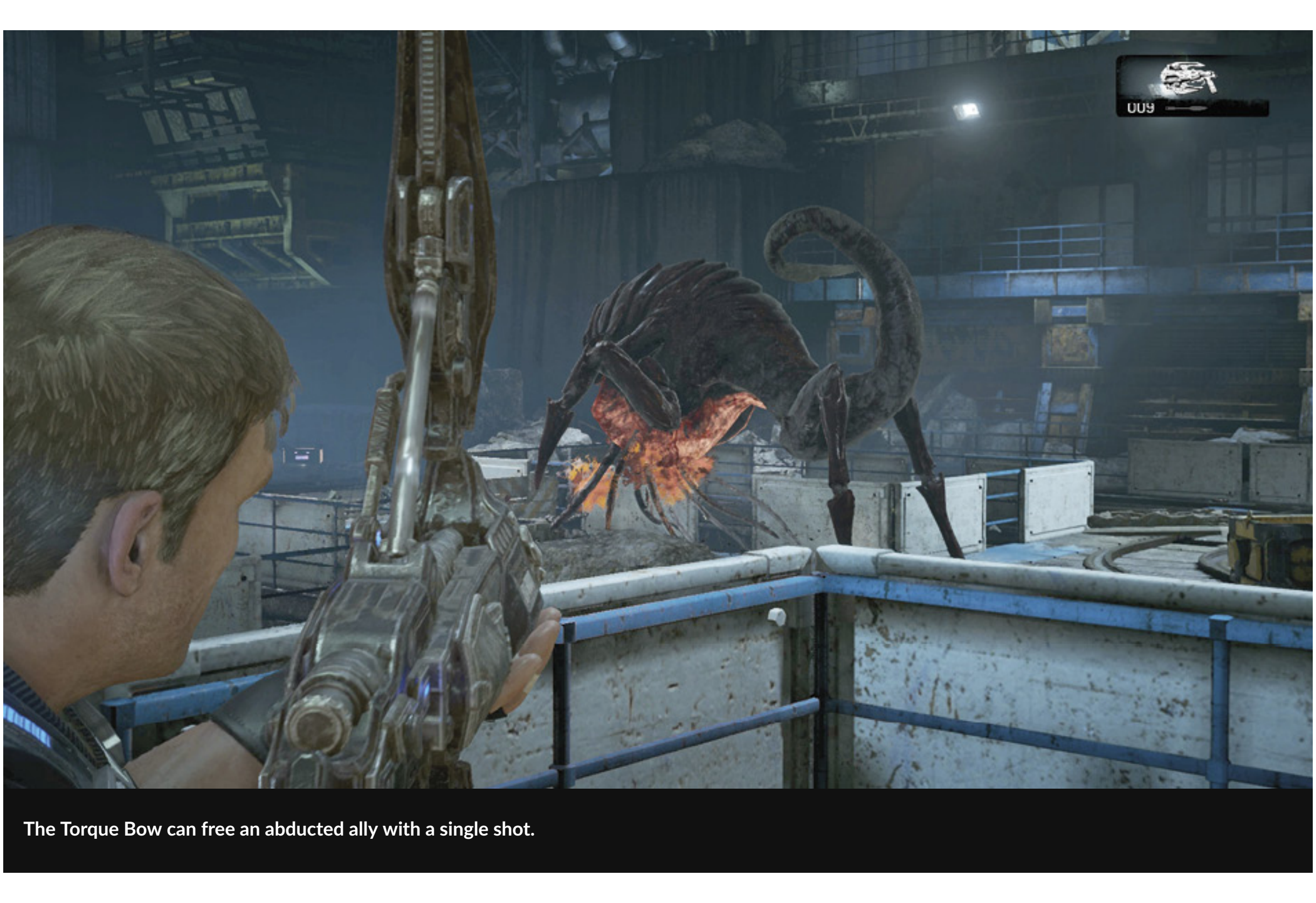


Commandeer the Drone's cover and use the Torque Bow to take out those Drones atop the stairs.

Ascend the sloping tunnel and exit the hole where you first encountered a Scion. Claim the Buzzkill near the cart up ahead and take cover behind one of the carts. A Snatcher appears atop the mining facility. Take out the Drones with the Buzzkill while you wait for the Snatcher to descend, then fire the Buzzkill blades at it as it approaches. Drop the Buzzkill when it runs out of ammo and flee to the relative safety of the walkway on the right. Use the Torque Bow that you found in the previous area to finish off the Snatcher.



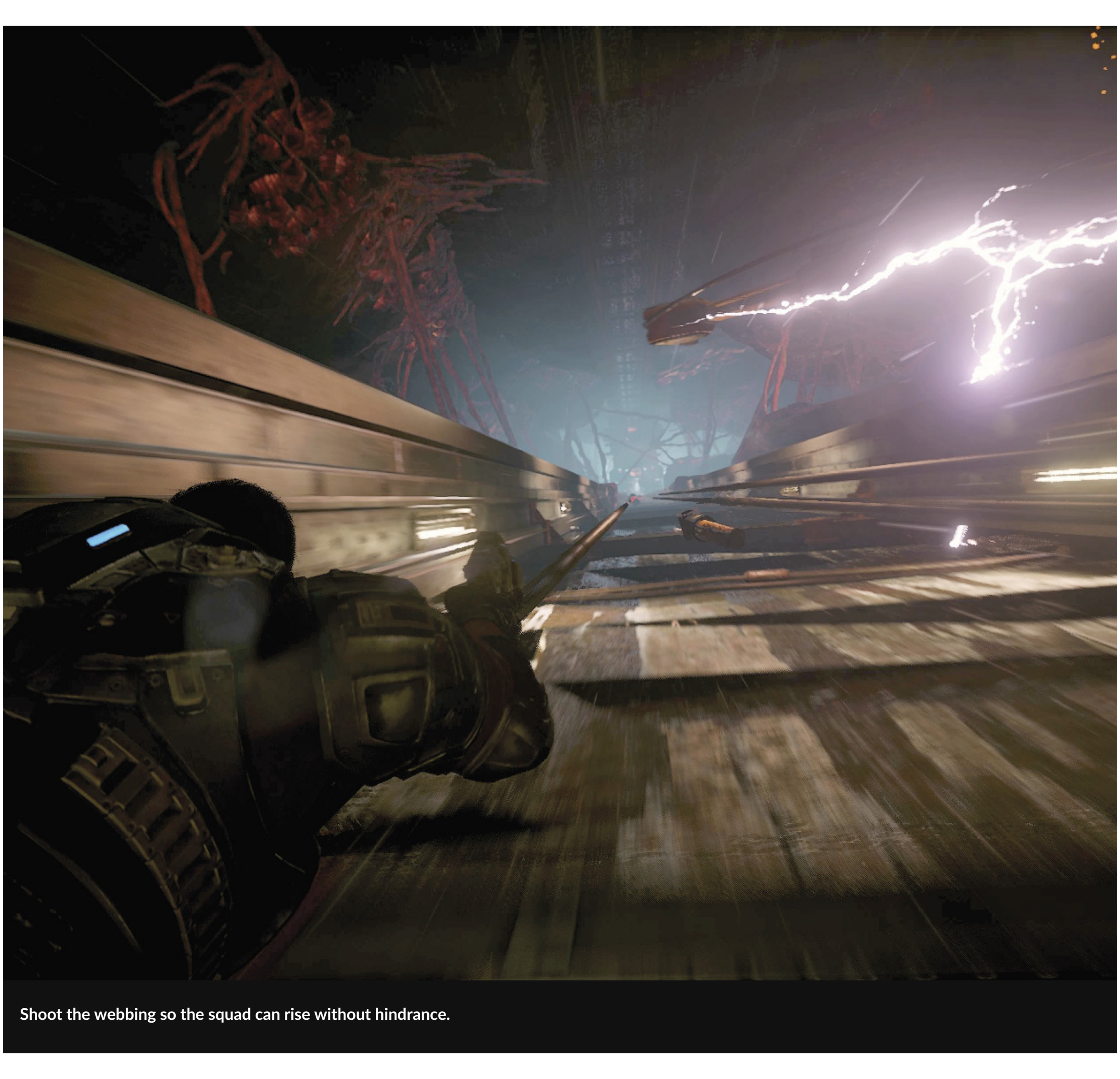
Snatchers aren't just boss creatures; you'll see a lot more of them before the night is through!



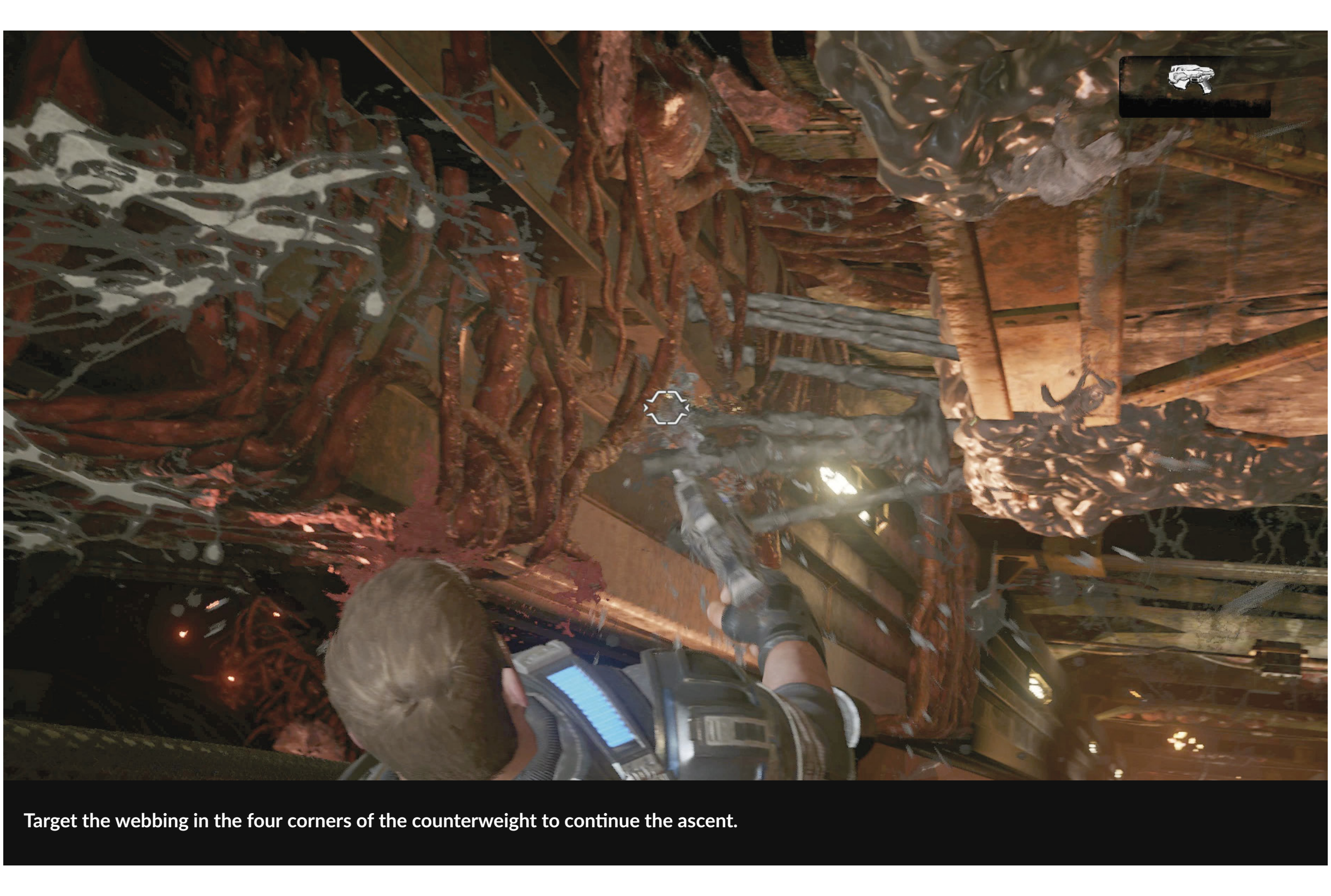
The Torque Bow can free an abducted ally with a single shot.

Climb the ramp that Marcus lowers and make your way back across the mining facility, the way you came in the previous chapter. Several Juvies will attack but you should only stop to repel them if they start to get too numerous, otherwise keep running. The ore transporter isn't very far. Marcus and Kait will hold off the Swarm while JD and Del come up with a plan for how they're going to escape the pit.

JD and the others each ride one of the counterweight cables out of the trench, but it's not without its challenges. Numerous bits of webbing—aka door snot—span the shaft and need to be cleared out. Fortunately, the webbing has caught some falling explosives. Shoot the explosives with the Snub Pistol to clear the webbing. Keep firing at the webbing and anything caught in it as you ascend.



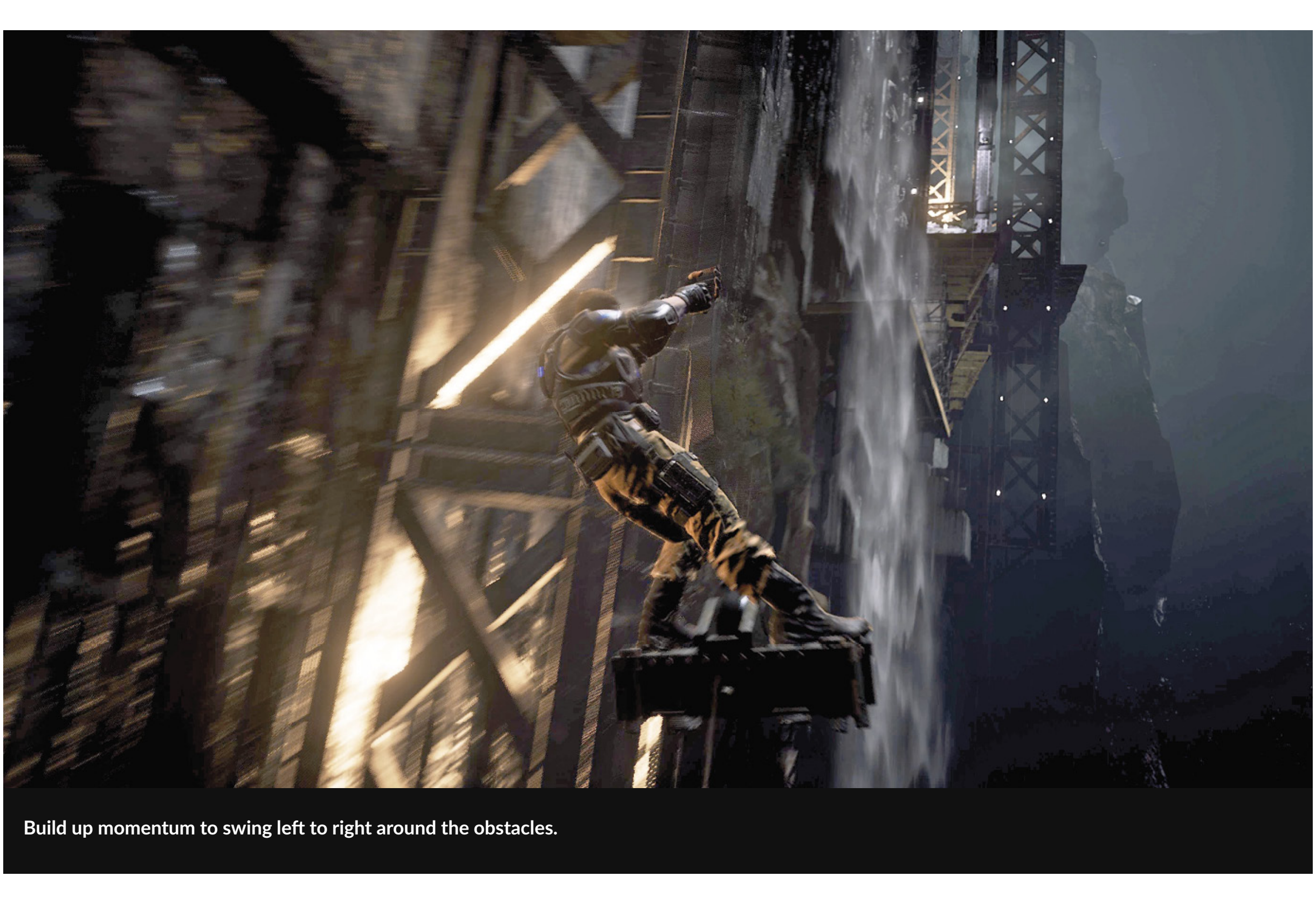
Shoot the webbing so the squad can rise without hindrance.



Target the webbing in the four corners of the counterweight to continue the ascent.

The counterweight soon comes falling toward the squad, but gets caught in the webbing, bringing their ascent to a standstill. Quickly shoot the webbing ensnaring the counterweight before the Juvies clamber up and attack.

The falling counterweight starts to bring down the entire mine shaft's frame and the vertical rise becomes a horizontal swing. Use both the Movement and Look Controls to swing JD back and forth left to right to avoid the columns and rocks. JD can bounce off one or two if he takes a glancing blow, but a direct hit into the support structure will be fatal.

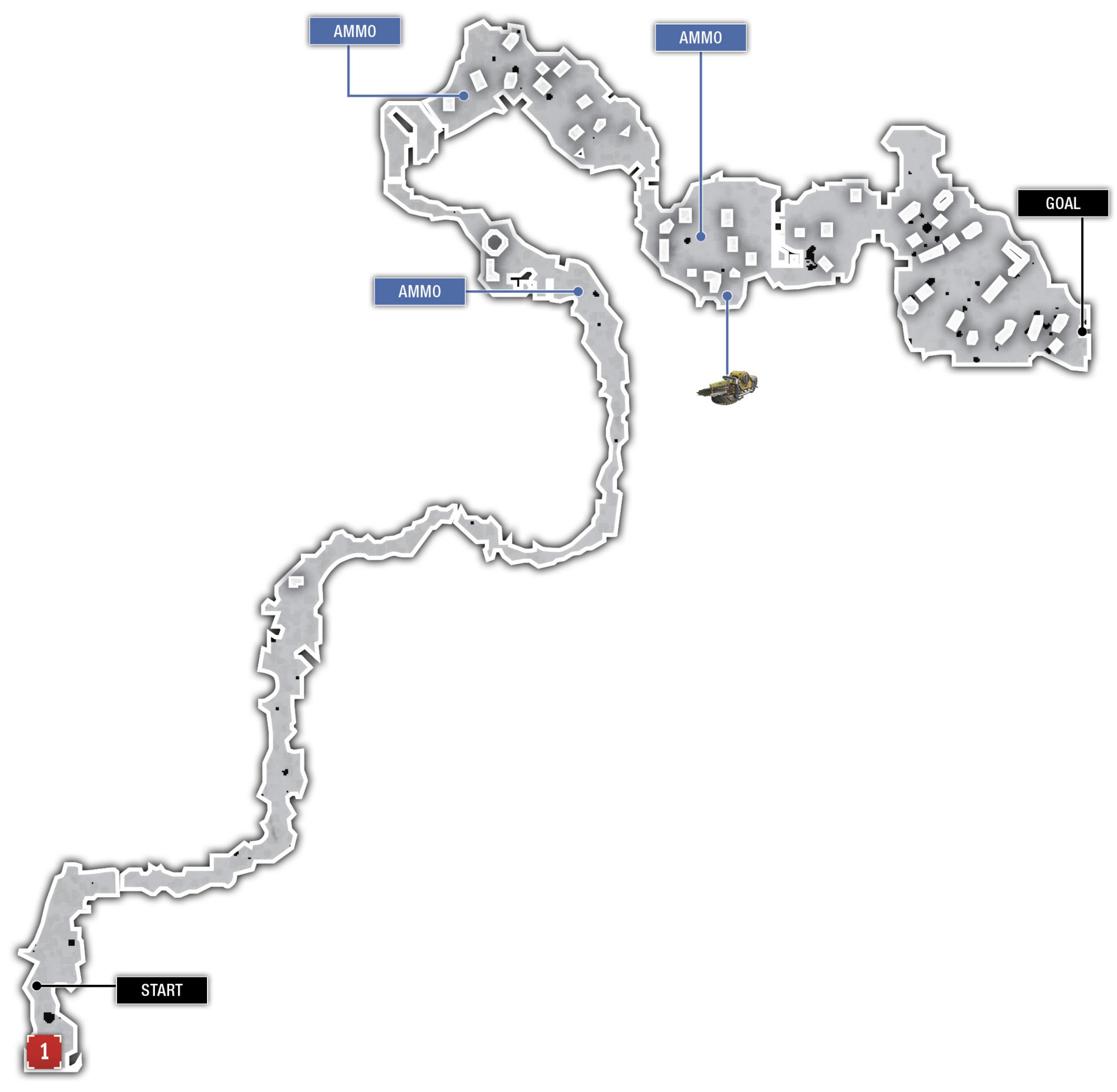


Build up momentum to swing left to right around the obstacles.

Begin firing on the gears as soon as the cables start pulling the squad vertically again. Don't stop firing until JD is either safe or dead.

Act 4

Chapter 2: No Detours



COLLECTIBLES

1	COG Tag

SITUATION OVERVIEW

The squad made it safely out of the Locust burial site and are now headed to a second, larger Swarm hive in hopes of rescuing Reyna. But Marcus has some doubts about their ability to do it without backup. He wants to make a detour to call on a friend, but Kait and JD are having none of it. The Marcus they grew up hearing stories about—the celebrated COG war hero—wouldn't stop to call for backup. And neither will they...

TOLLEN DAM OUTSKIRTS

ABANDONED COG POWER STATION, 03:46 HOURS

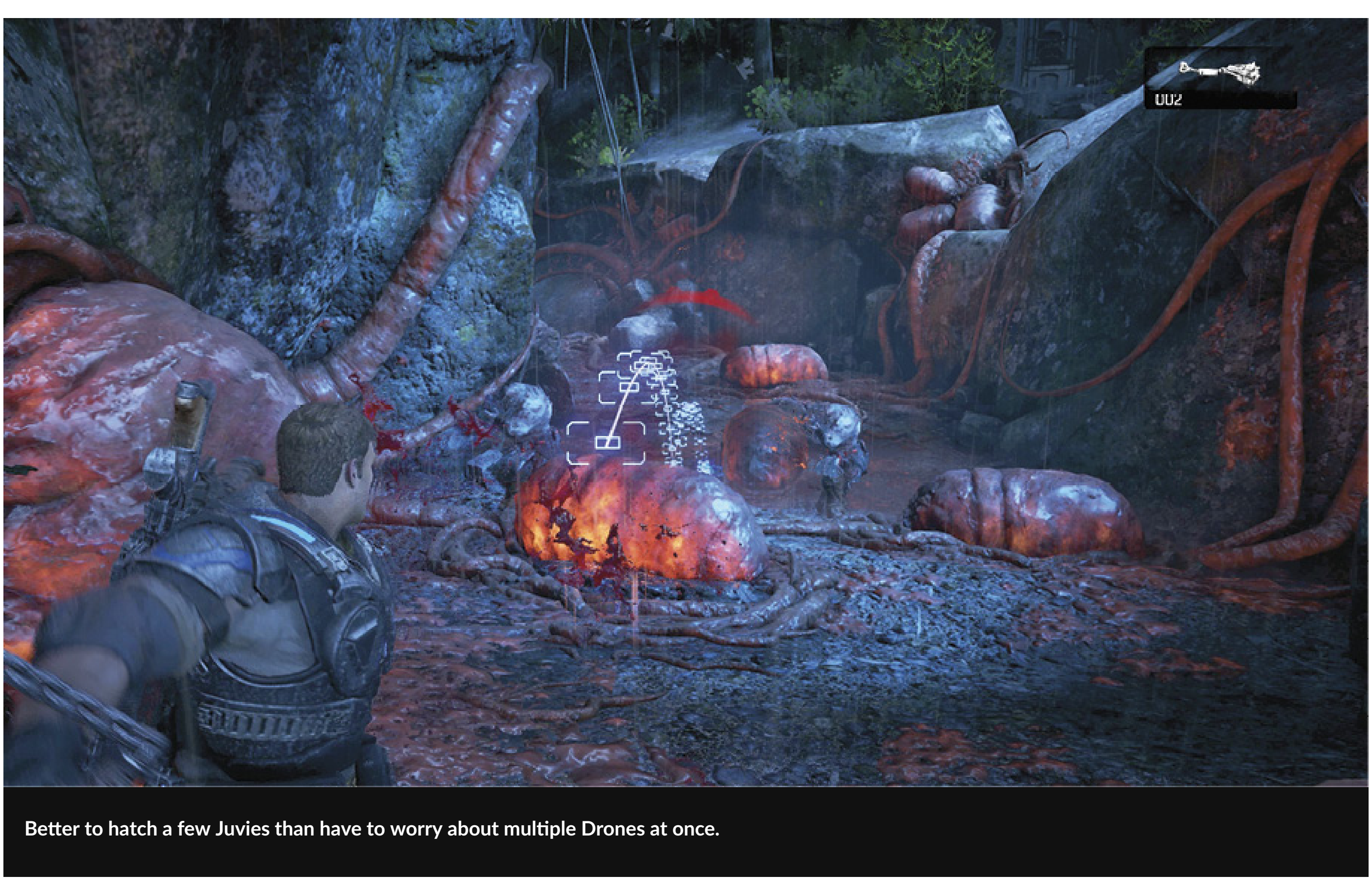
OBJECTIVE: GET TO THE DAM

[1] COG TAG

Interact with the COG corpse near the start of this chapter. The corpse is near a boulder and a fallen tree. You'll receive the COG Tag after a brief scripted moment.

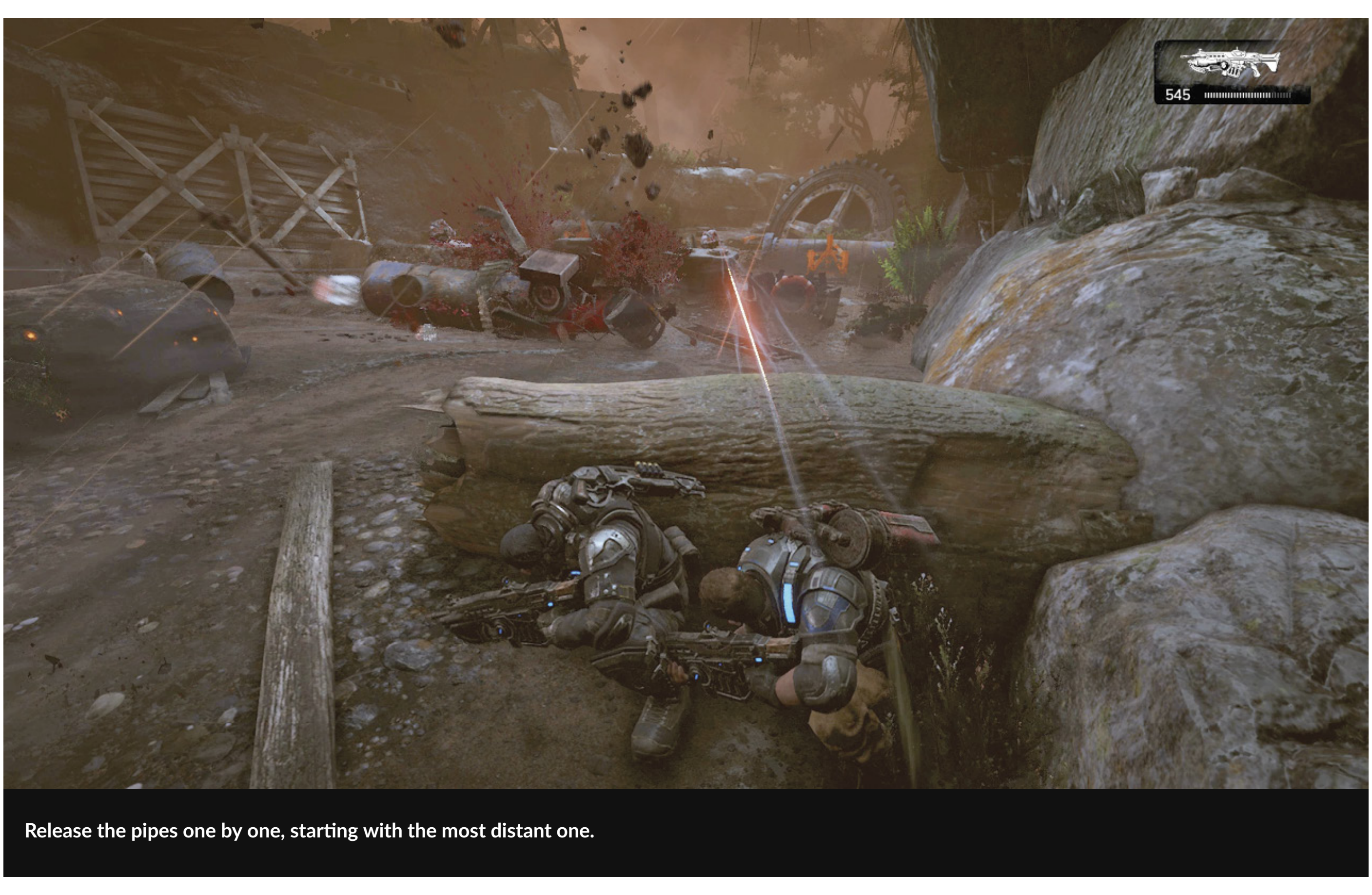
Set out on foot toward the dam in the distance. JD can lead the way through the ravine and along the cliffs of the wilds near Tollen Dam until Kait spots an incoming Windflare. You're going to need to take shelter in a nearby service tower.

Several Drones attack in the area with the pods. Lob a Frag Grenade at their feet, blast any Juvies that hatch, and keep moving. Save at least one Frag Grenade for the nest that appears up ahead, beyond the ammo crate. Move along the rocks on the left to get an elevated view of the nest and any Drones that may be slow to emerge. Check the nest for a potential Boomshot and/or Frag Grenades and keep moving.



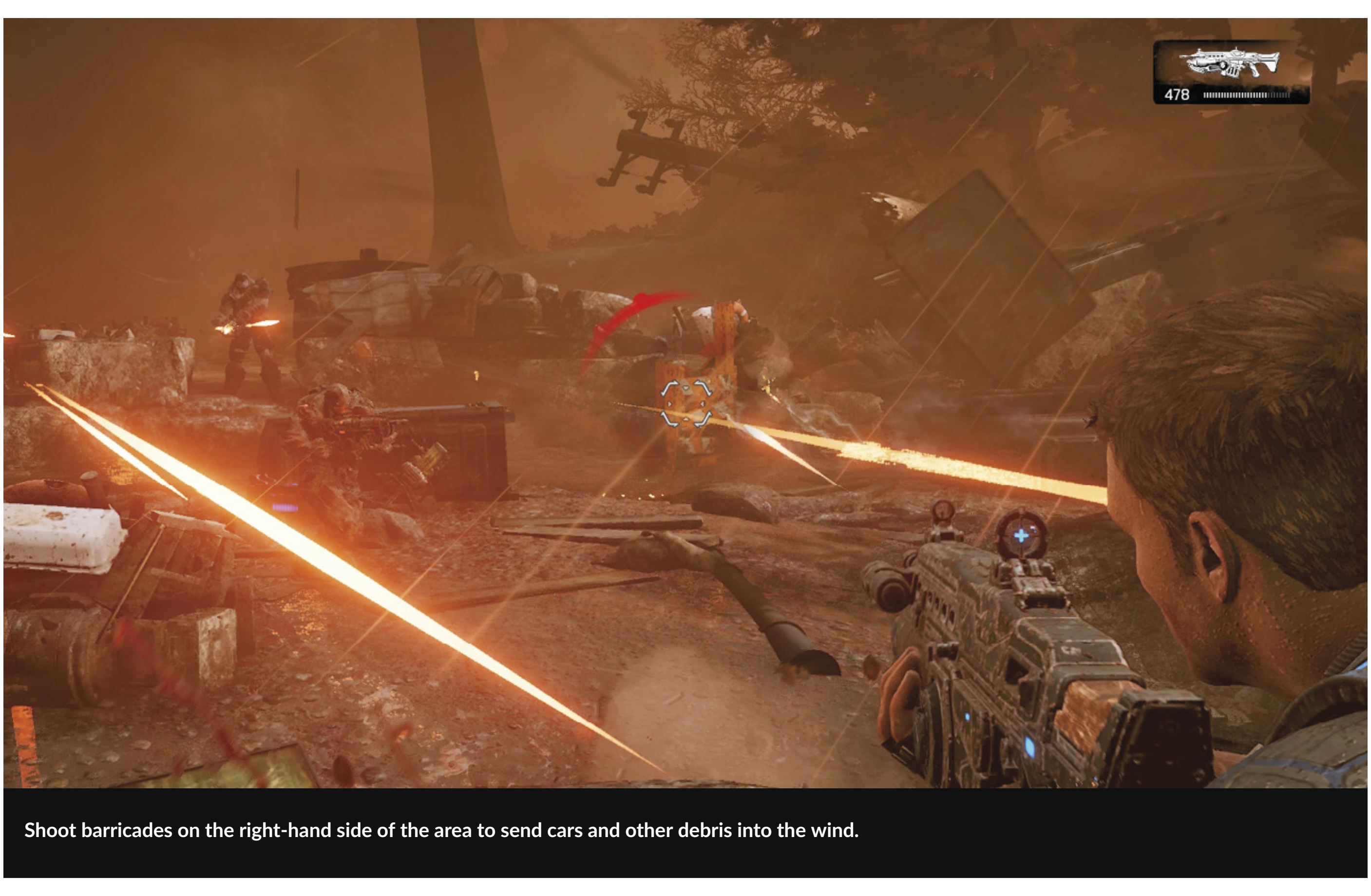
Better to hatch a few Juvies than have to worry about multiple Drones at once.

The Windflare hits as soon as the squad drops out of the narrow cavern to the junkyard area. Take cover behind the massive log on the right and take aim at the orange barricade holding back the most distant pipe (the one in the center). Unleashing that pipe into the wind takes out most of the Drones in the area. Release the other pipes as needed to clear the area, then keep moving.

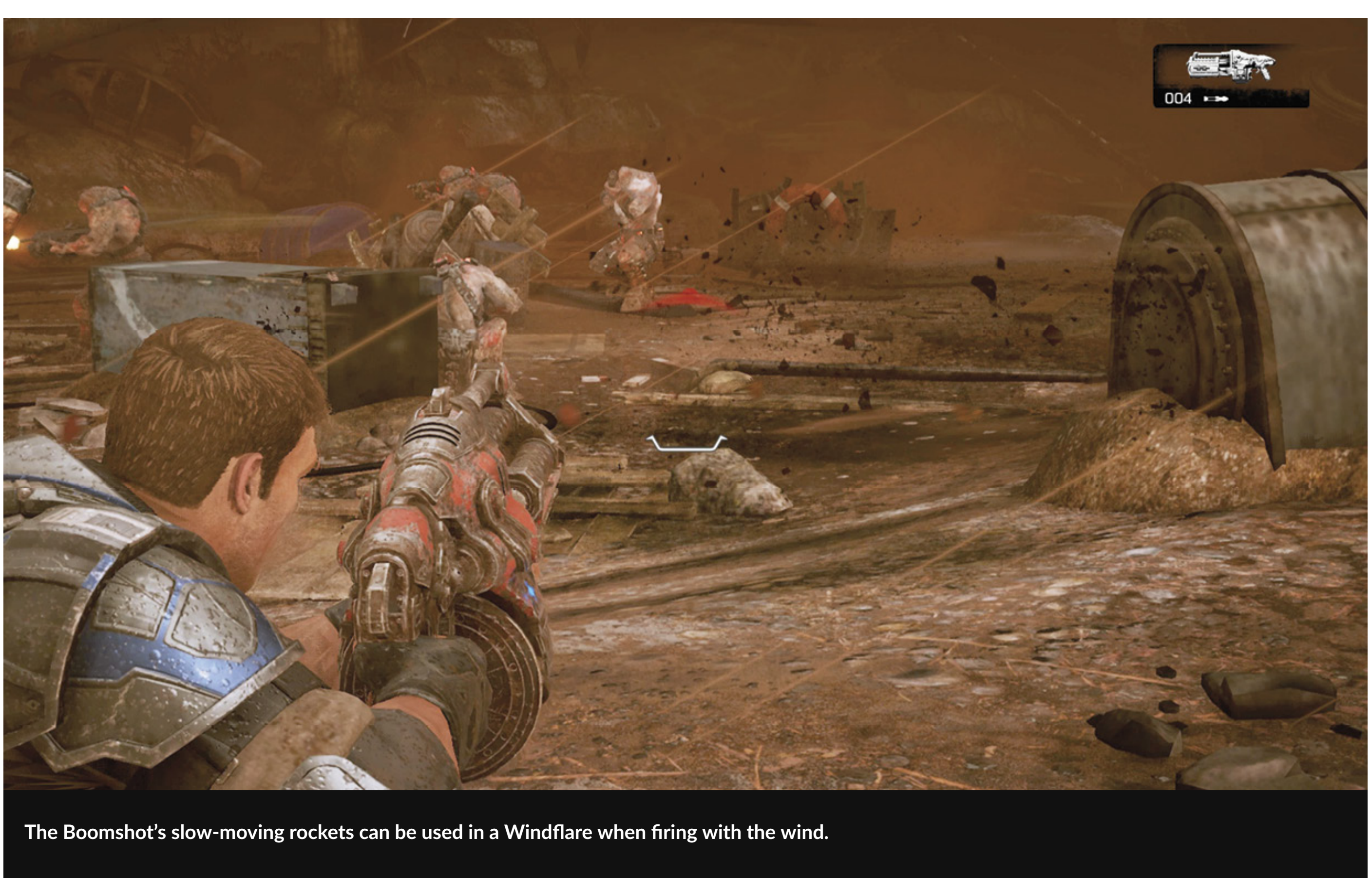


Release the pipes one by one, starting with the most distant one.

The squad soon reaches another area filled with abandoned cars and other debris. A number of Drones are embedded here as well. Worst of all, there's a Scion armed with a Mulcher standing in the distance. Target the orange-and-white boards holding up the car on the far right-hand side of the area to send it toppling across the area. The wind is gusting from right to left, so take that into account as you target breakable objects or aim slower-moving projectiles. Locate the other barricade on the right side of the area and shoot it to release a wealth of debris into the wind. This should eliminate the Scion and most of the remaining Drones.



Shoot barricades on the right-hand side of the area to send cars and other debris into the wind.

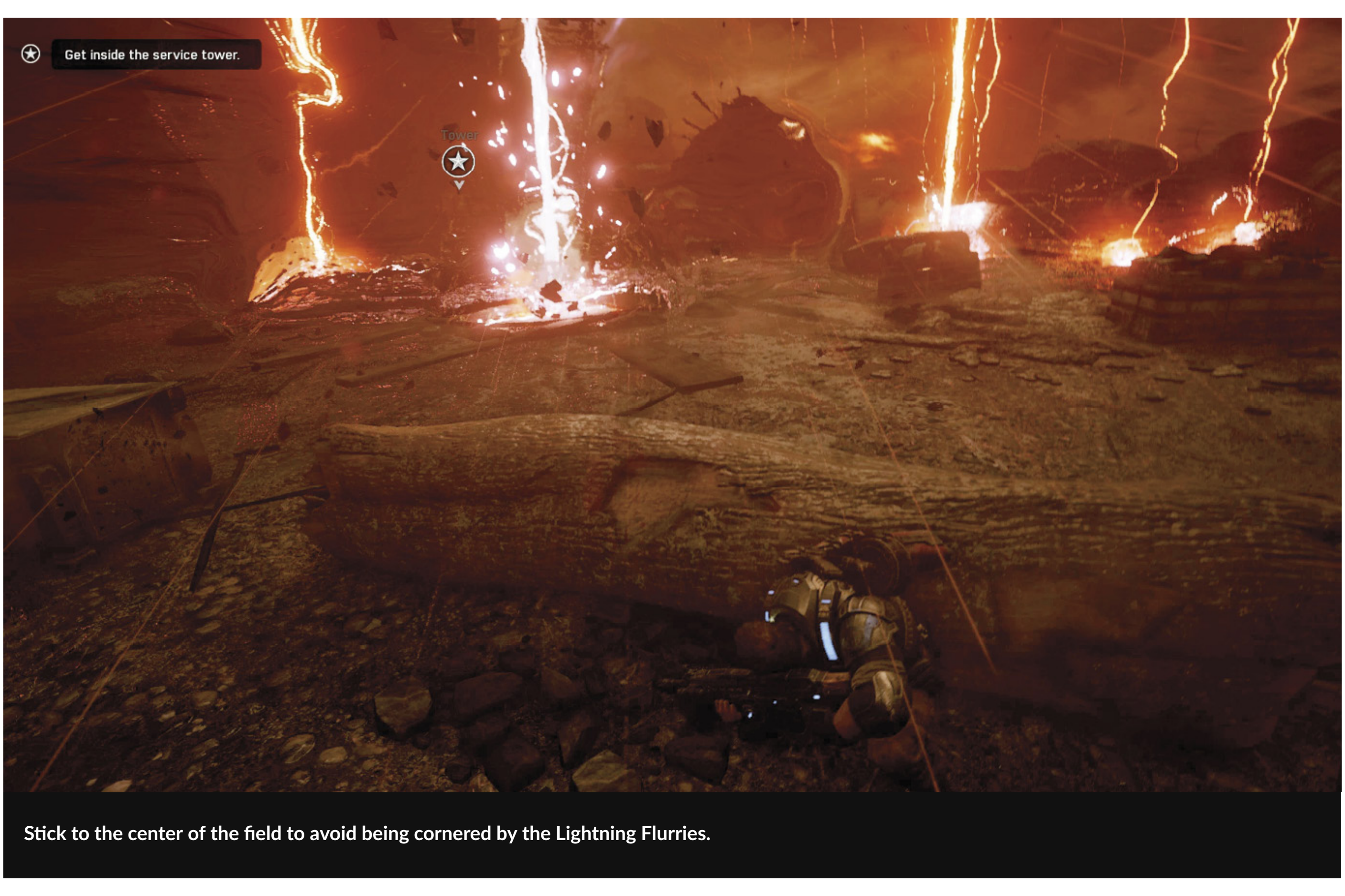


The Boomshot's slow-moving rockets can be used in a Windflare when firing with the wind.

Advance to the stone ledge beyond the ammo crate and the Buzzkill. Use the Buzzkill at the notch in the ledge, where the cover is lower, and fire it slightly to the right of any targets you have a clean shot at. Flank to the right and move around the corner to the side of the rocks and use the Boomshot to shoot straight downwind at the Drones behind cover near the fallen airplane.

OBJECTIVE: GET INSIDE THE SERVICE TOWER

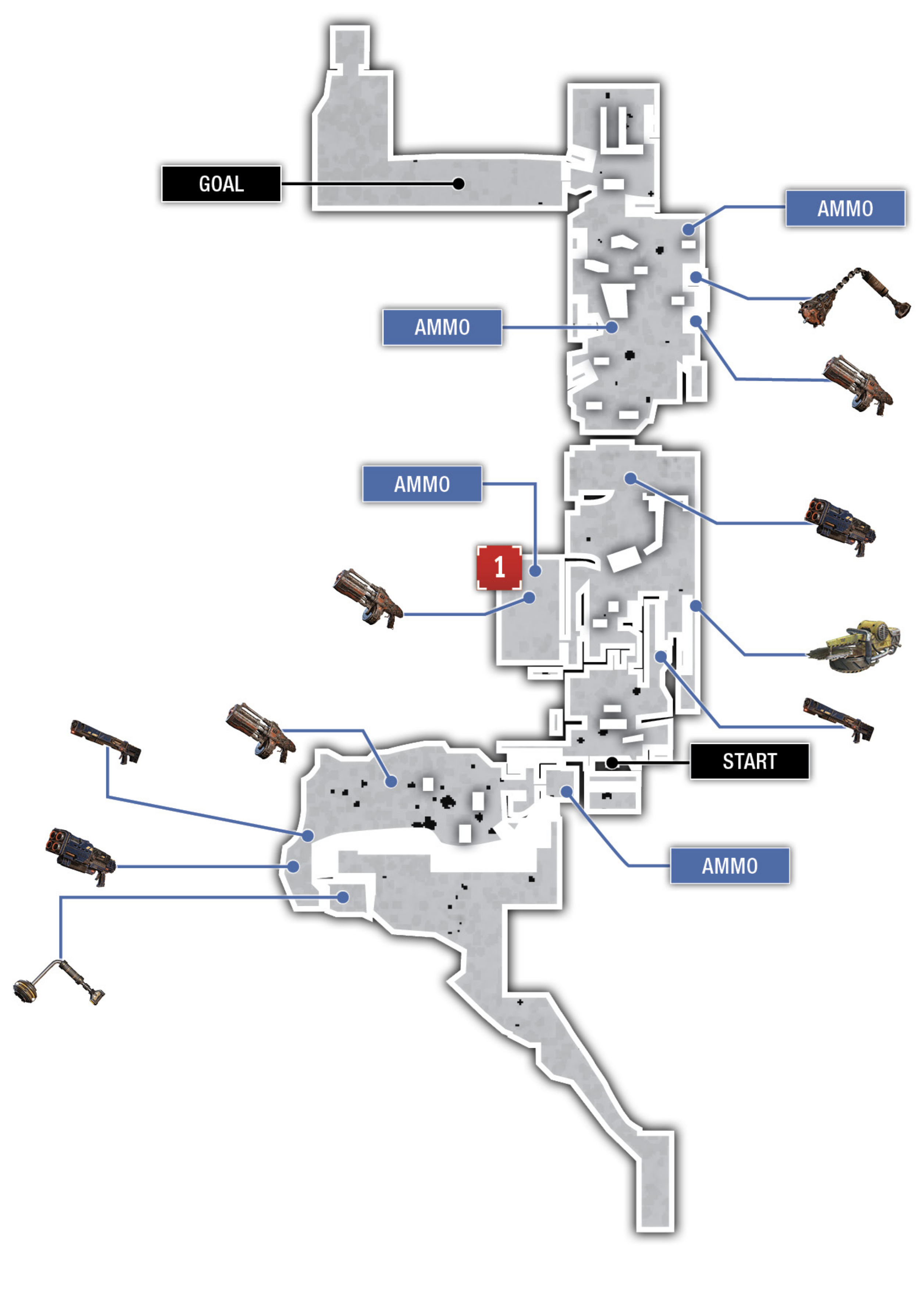
Lightning Flurries begin to strike as soon as JD and Del are done holding the fallen tree for everyone to pass under. Vault over the rocks and log in the center of the field and gradually fight the wind toward the building in the distance. Do your best to stay clear of the Lightning Flurries while not being in too much of a hurry. Remember that the lightning can be easier to dodge when moving at a normal speed and not roadie running.



Stick to the center of the field to avoid being cornered by the Lightning Flurries.

Act 4

Chapter 3: Knock, Knock



COLLECTIBLES

1 COG Orders

SITUATION OVERVIEW

The service tower the squad was to take shelter in is destroyed by the final lightning strike from the Windflare. They'll not only have to find another way up to the dam, but they'll need to contend with the damage wrought by the passing storm.

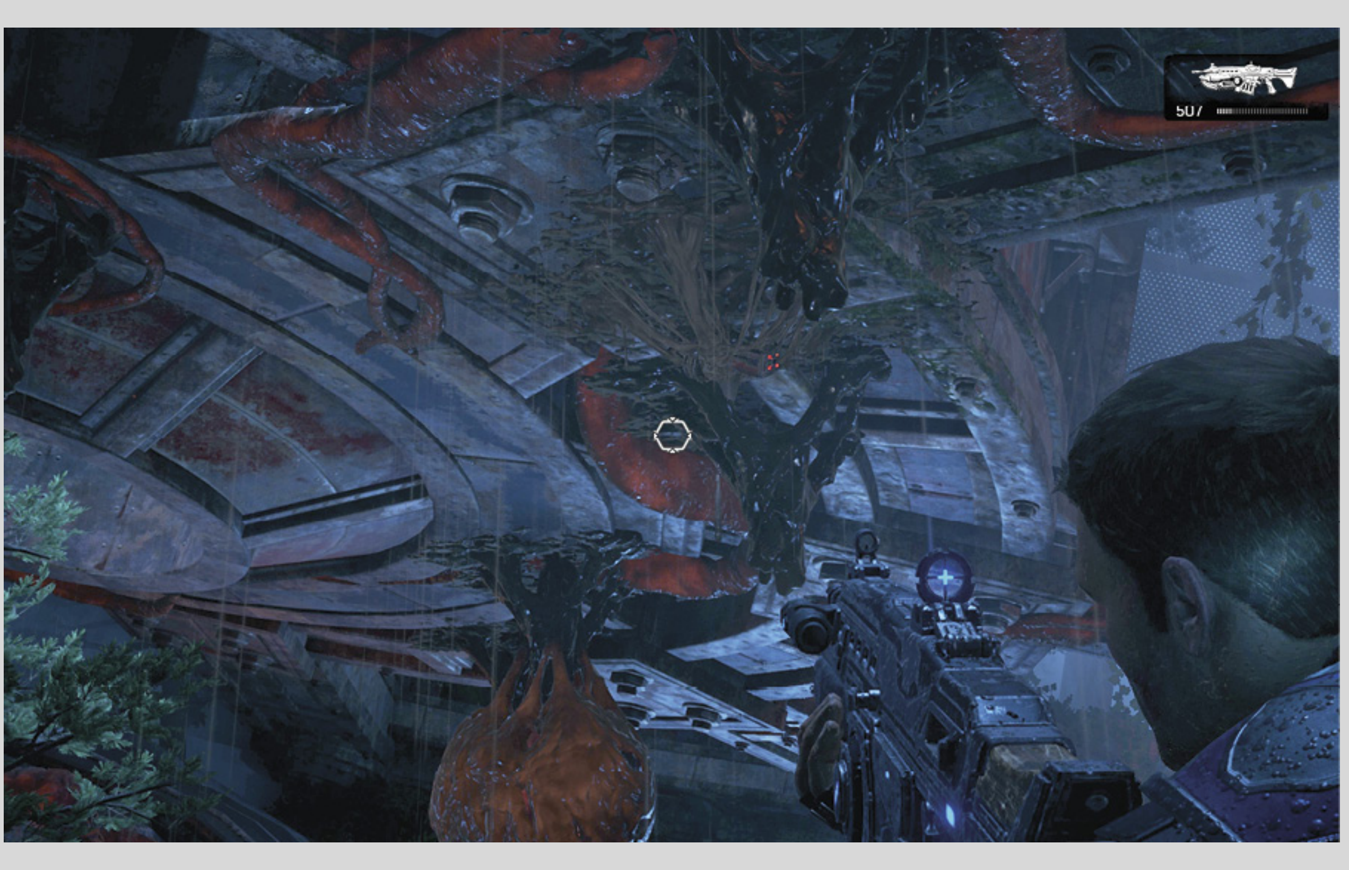
TOLLEN DAM OUTSKIRTS

OBJECTIVE: GET TO THE SECOND SERVICE TOWER

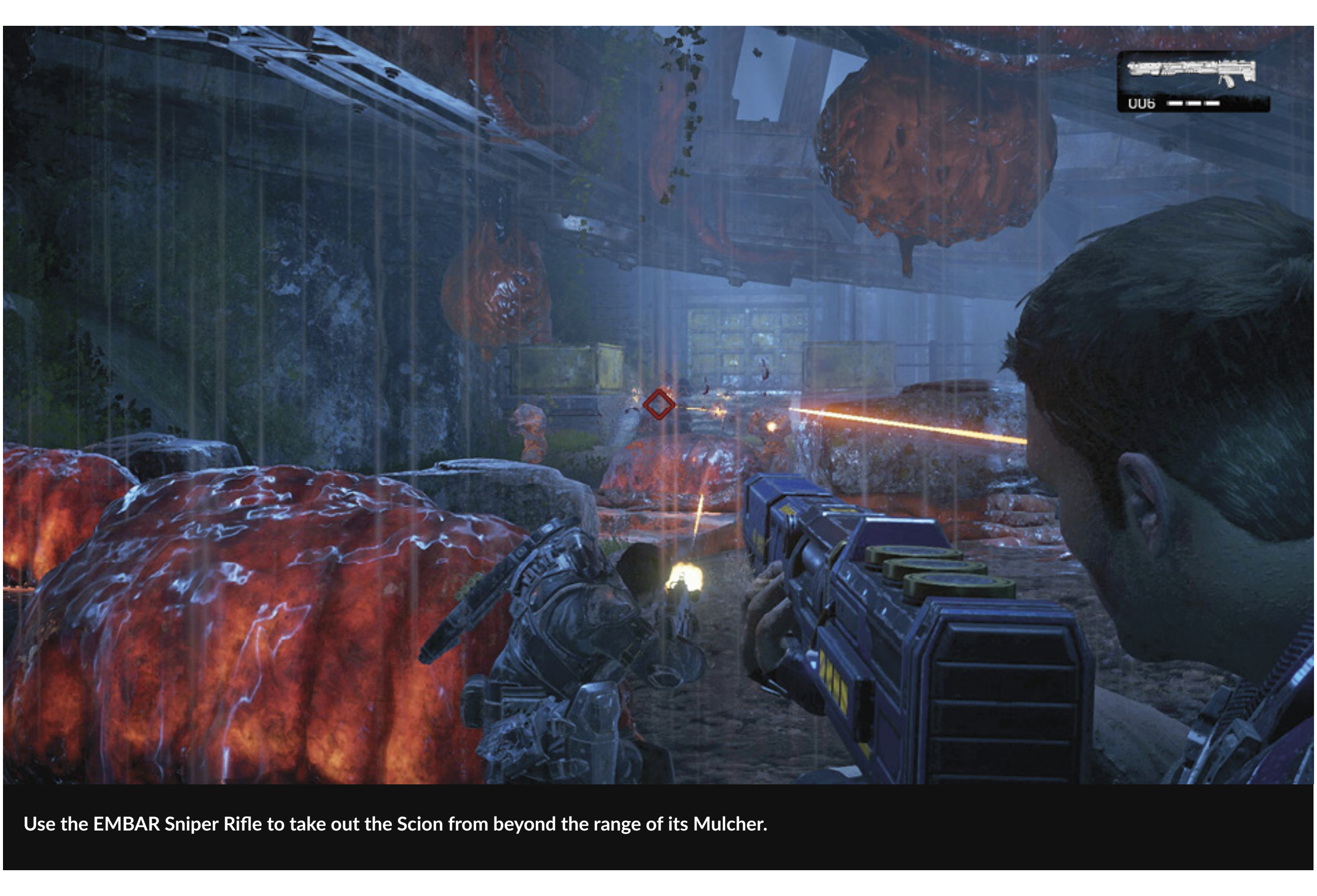
Turn your back on the service tower and move back across the field, this time on an angle to the right to continue to the dam. Raid the downed Kestrel up ahead and equip the EMBAR Sniper Rifle to go along with the Lancer, unless you prefer the Enforcer or Overkill. You'll find plenty of DeeBee weaponry among the wreckage.

BOOMSHOT ON THE CEILING

Shoot the hanging pods free to get a clean line of sight on the snot bubble with the Boomshot in it. Shoot the Boomshot free for your use after you deplete your EMBAR ammo.



The area ahead is filled with pods, including several hanging ones. Drop the hanging pods for advance cover and to crush any Drones underneath, then duck behind one of the first pods you see and use the EMBAR Sniper Rifle to snipe the distant Swarm. Focus your shots on the Scion first, before it can upgrade the other Drones.



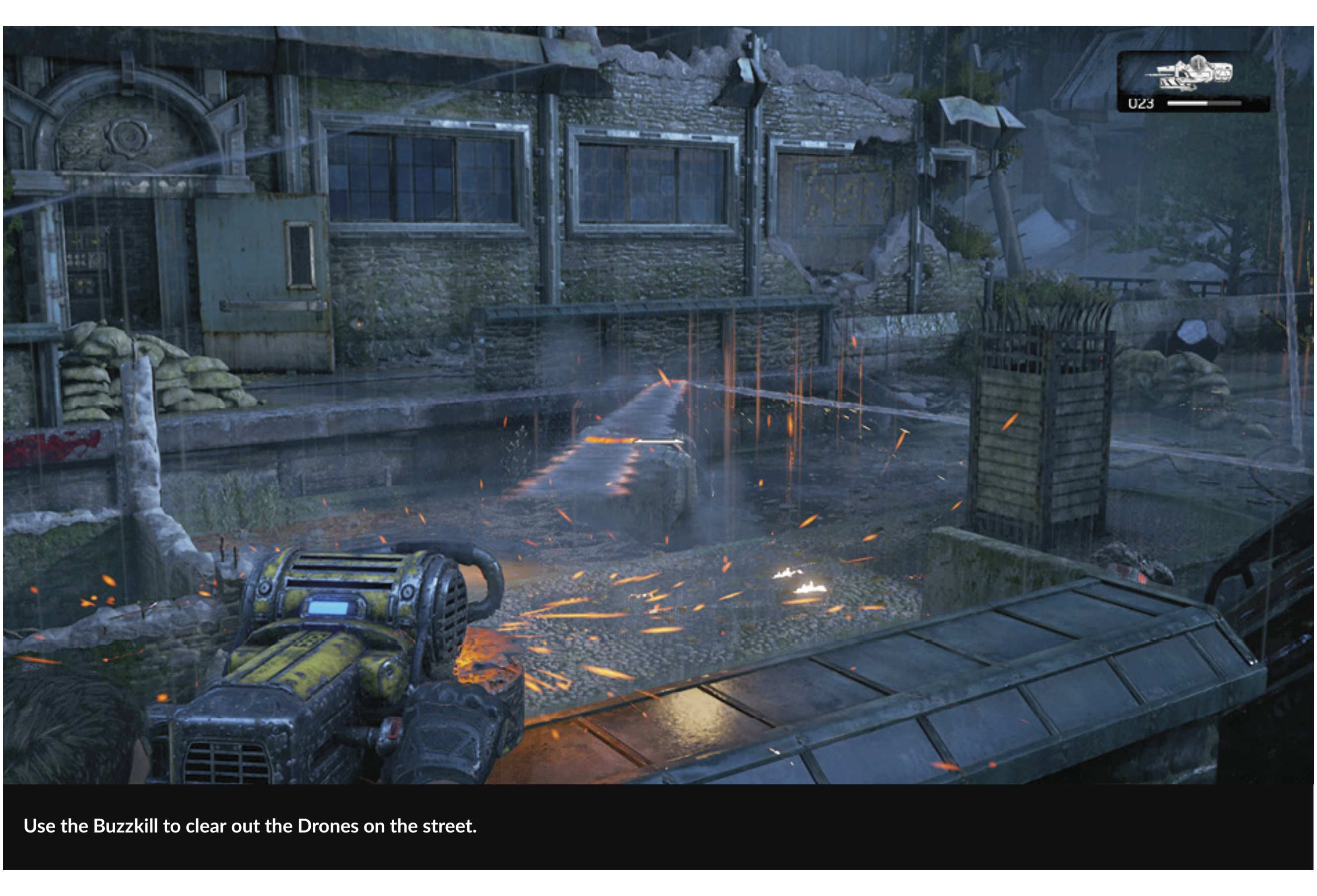
Use the EMBAR Sniper Rifle to take out the Scion from beyond the range of its Mulcher.

Swap the spent EMBAR for the Boomshot hidden within the snot bubble on the ceiling and use it to finish off the remaining Drones and, if necessary, to shut any Swarm nests. Gather up the ammo and dropped weaponry and head inside the service tower. The entrance to the dam is at the top.

OBJECTIVE: OPEN THE MAIN GATE

Climb the ladders inside the service tower and kick open the door to the access road. The approach to the dam is heavily defended, with multiple Drones on the street and in the building to the left. Take cover near the barrier by the Tollen Dam sign and use any remaining Boomshot ammo you have to eliminate the Drones nearest you.

Flank to the right and locate the Buzzkill atop the stairs opposite the building with the Sniper Drone. Clear the street with the Buzzkill, then grab the EMBAR Sniper Rifle on the street near where the Buzzkill was (there's a DeeBee corpse nearby) and use it to take out the Sniper Drone.

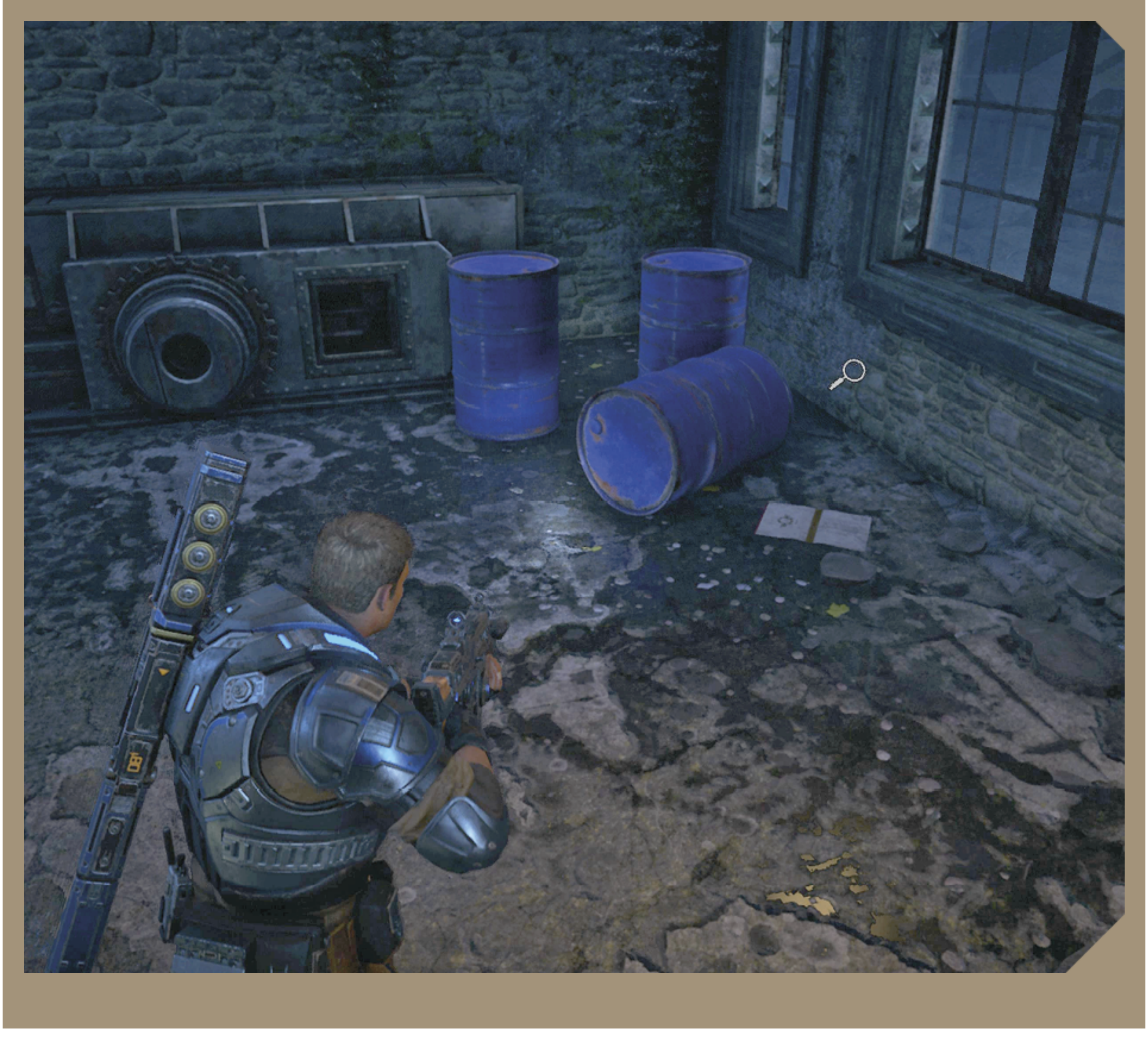


Use the Buzzkill to clear out the Drones on the street.

The only way inside the dam is by opening the gate. Enter the two-story security building to the left, locate the collectible on the ground floor, then head upstairs to the gate controls. You'll find a Boomshot near the Longshot dropped by the Sniper Drone. Take the Boomshot; it'll come in handy soon enough.

[1] COG ORDERS

Clear the street of Drones and the security building of Snipers, then head inside the two-story building. This collectible is on the ground floor, in the corner that is opposite the entrance.



OBJECTIVE: PUT IT BACK IN ITS HOLE

Head back out onto the street, go through the gate, and follow the road past the abandoned cars and trucks to the dam entrance. Approach the metal doors at the far end of the tunnel to instigate the next major battle.

CARRIER

The creature that bursts from behind the doors is called a Carrier, a massive creature with extremely resilient skin. The Carrier attacks by stomping its way toward its prey in hope of delivering an overhead smash with one of its massive claws. But that's not its only attack and, in fact, should be seldom seen. You should never be close enough to a Carrier to risk being pummeled!

The Carrier periodically rears back on its haunches, opens its chest cavity, and emits a barrage of flying, toxic projectiles that inflict heavy damage and leave anything they hit on fire for a few moments. The key is to quickly fire on its open chest, then shoot its projectiles out of the air or take cover behind something that will soak up their flaming splash damage.

Climb the stairs to the walkway you passed on the right as soon as the Carrier appears. Gather up the additional Boomshot ammo there and the Frag Grenades and descend the stairs farthest from the Carrier. Use the pillar there for cover and fire the Boomshot at the Carrier's chest whenever its tender innards are exposed.

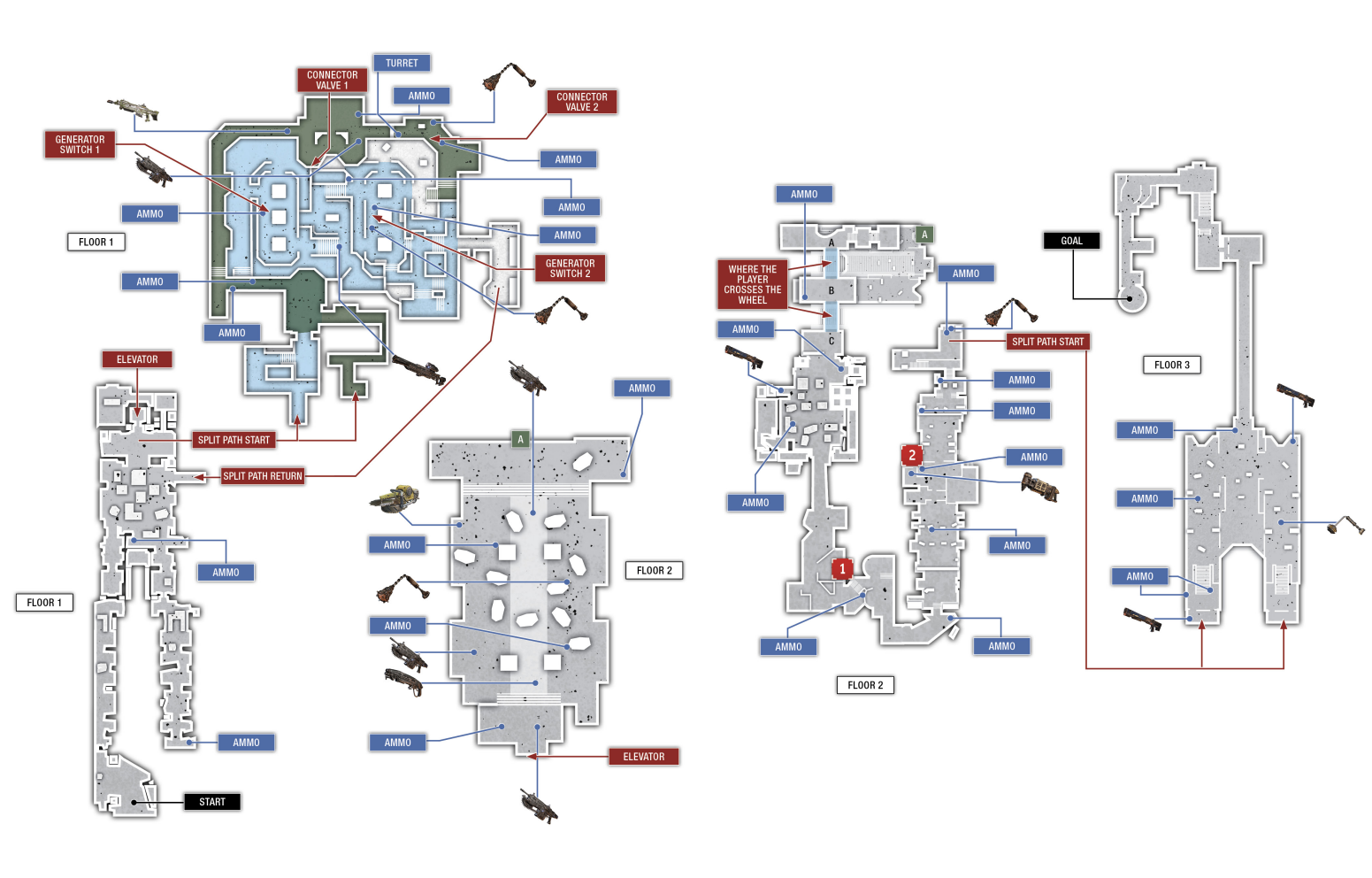
The Carrier follows you onto the walkway and attempts to hit you with a ground-pound attack that causes an earth-rattling shockwave that extends forward for a considerable distance. Back away from the Carrier whenever you see it coming. You always want to be far enough away from it so that it has no choice but to attack with its projectiles, thereby revealing its weak point.

Once the Carrier has taken heavy damage, it begins directly spraying its fire juice at members of the squad. Stay on the move, keep your distance, and never face the Carrier head-on until it stands up and opens its chest. Keep constant pressure on it and it'll fall soon.

GEARS 4

Act 4

Chapter 4: Powerless



COLLECTIBLES

1 COG Tag

2 Rations Schedule For Abandoned Gears

MAP LEGEND

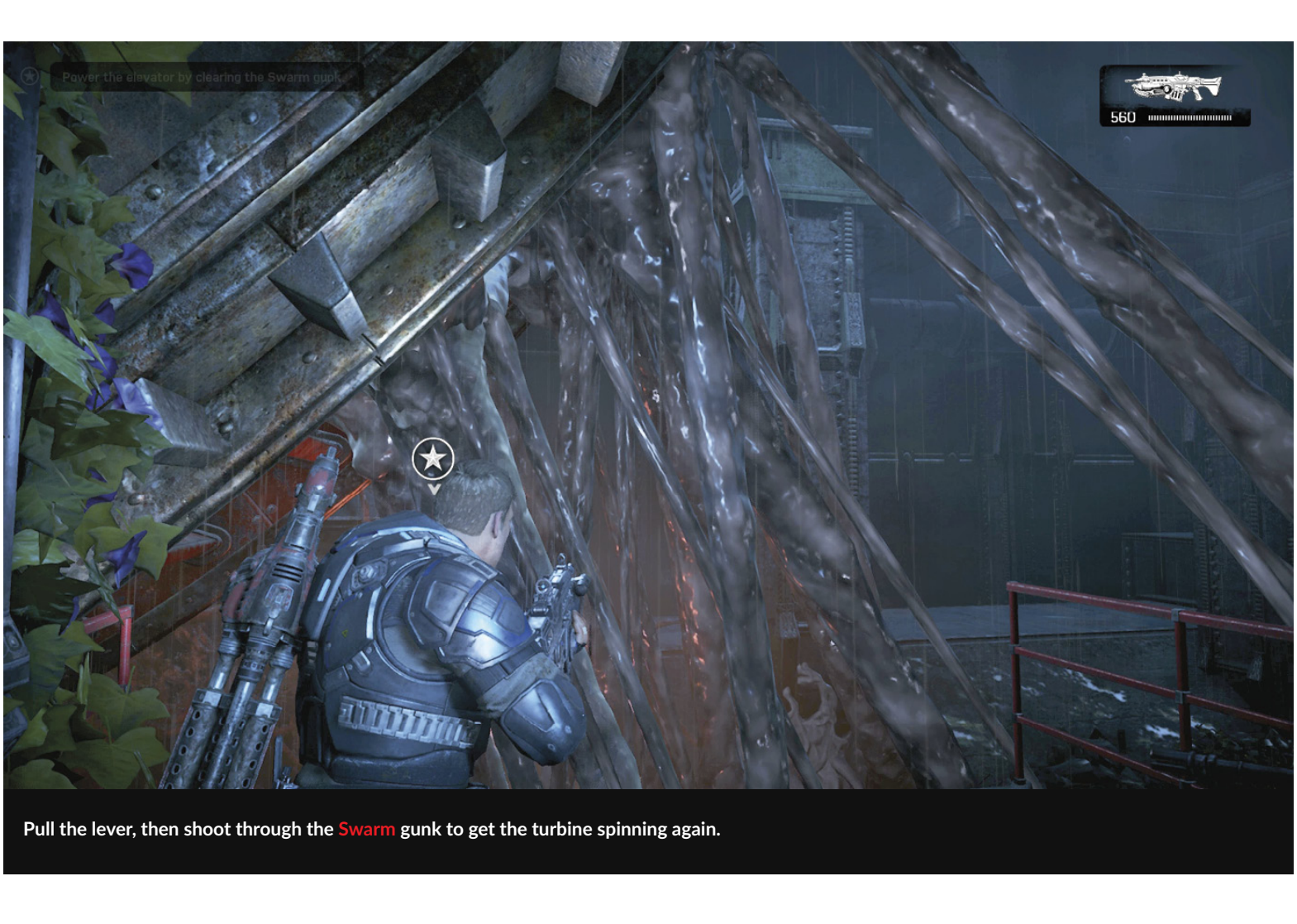
🟩 Top Route 🟦 Bottom Route

SITUATION OVERVIEW

Marcus has reason to believe the second hive is located near Tollen Dam and, after a run-in with a Windflare and a Carrier, they've finally made it inside. Now to find a way to the top so they can move beyond the massive power plant.

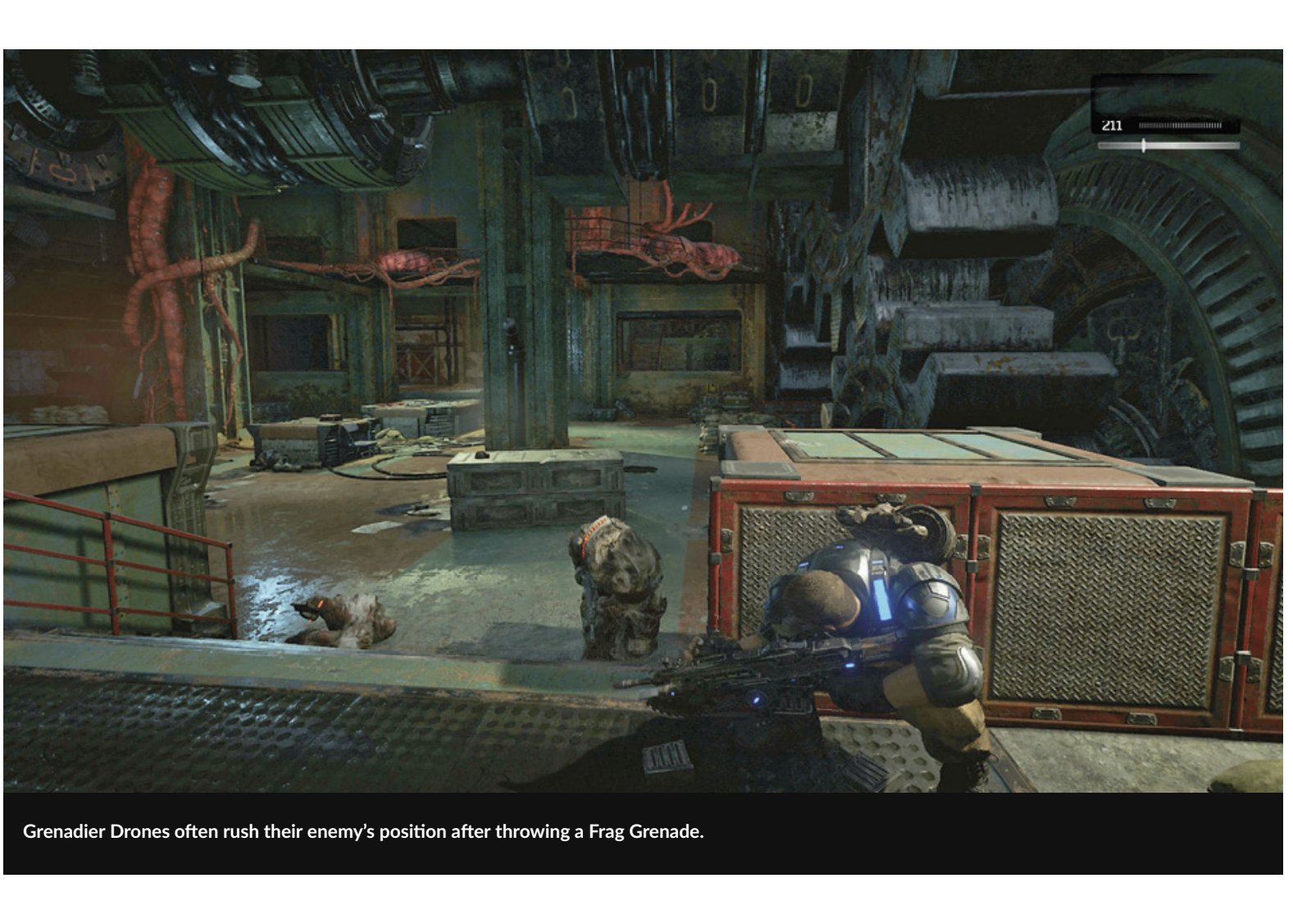
TOLLEN DAM

OBJECTIVE: GET POWER TO THE DAM


Pull the lever, then shoot through the Swarm gunk to get the turbine spinning again.

The squad enters the dam on the first floor, near a large turbine. Things are quiet for now, so enjoy it. Ascend the ladder and the stairs in the distance and cross the abandoned facility to the elevator at the far end of the floor. To nobody's surprise, it's out of order. The squad must find a way to restore power.

Head back across the floor, this time angling to the left. Kick open the red door to head outside to where the other turbine is located. Locate the control terminal next to the turbine (it looks like a large water wheel) and pull the lever to unlock the turbine.


Grenadier Drones often rush their enemy's position after throwing a Frag Grenade.

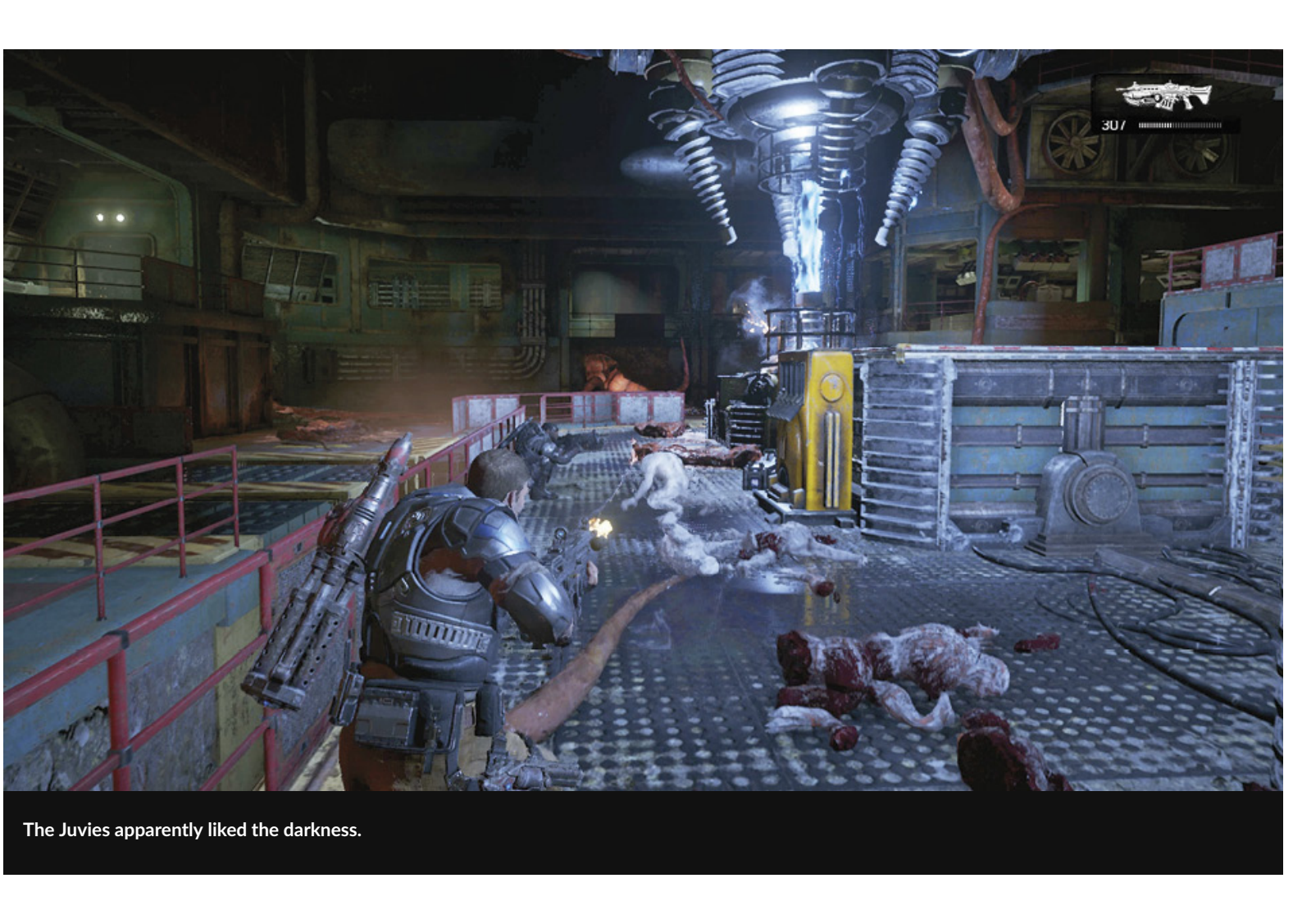
The turbine stays in place because the Swarm webbing has gummed up the works. Join Marcus at the end of the walkway and open fire on the webbing with your Lancer to tear the turbine free. Fight your way past the Juvies and Drones that attack on the walk back past the turbine and take cover near the stairs back inside. Several additional Drones, including some Frag-tossing Grenadier Drones, are dug in near the elevator. Keep your weapon loaded and be ready to rev that chainsaw quickly, as some of the Drones will rush your position. If you've managed to swap out the spent Boomshot for a Gnasher, this is a good time to use it.

A pair of Pouncers attack just as the squad gets close to the elevator. Fall back into cover and spot one of the Pouncers to focus the squad's firepower on that single enemy. After all, it's better to have one dead enemy than two injured ones!

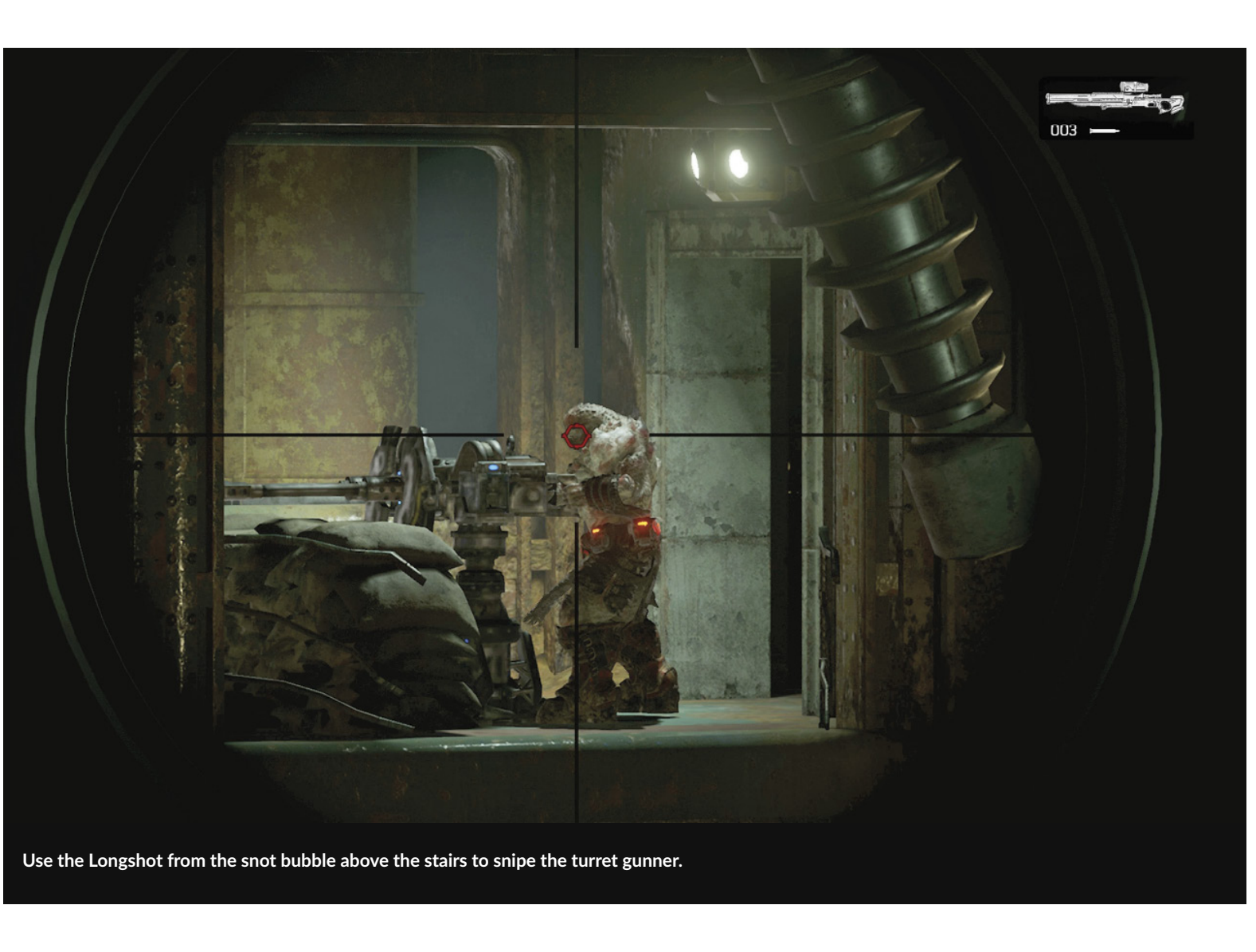
Return to the elevator and try the lever once again. Still no power. Kait thinks the old circuits probably need to be reset. It's a two-team job, so you'll have to split up. Two will work the operations deck while the other two activate the generators.

SPLIT PATH: GENERATORS (LEFT)

Follow the narrow hallway as it twists and turns past several control rooms to the first of the two large generator platforms. Cross the small bridge and activate the generator at the yellow panel. Several pods drop and more than a dozen Juvies attack. Work with Marcus and the others to clear the platform, then wait for Del and Kait to turn the circuit breaker, thereby extending a bridge for you to use to reach the central control tower.


The Juvies apparently liked the darkness.

Shoot the Longshot free from the snot bubble above the stairs leading to the control tower and kill the Sniper Drones that have entered the room on the left. Del and Kait might be able to help with the Drones, but you're going to have to take out the Drone manning the turret on your own. Use the Longshot to snipe the Drone manning the turret so Del and Kait can continue to the second circuit breaker.


Use the Longshot from the snot bubble above the stairs to snipe the turret gunner.

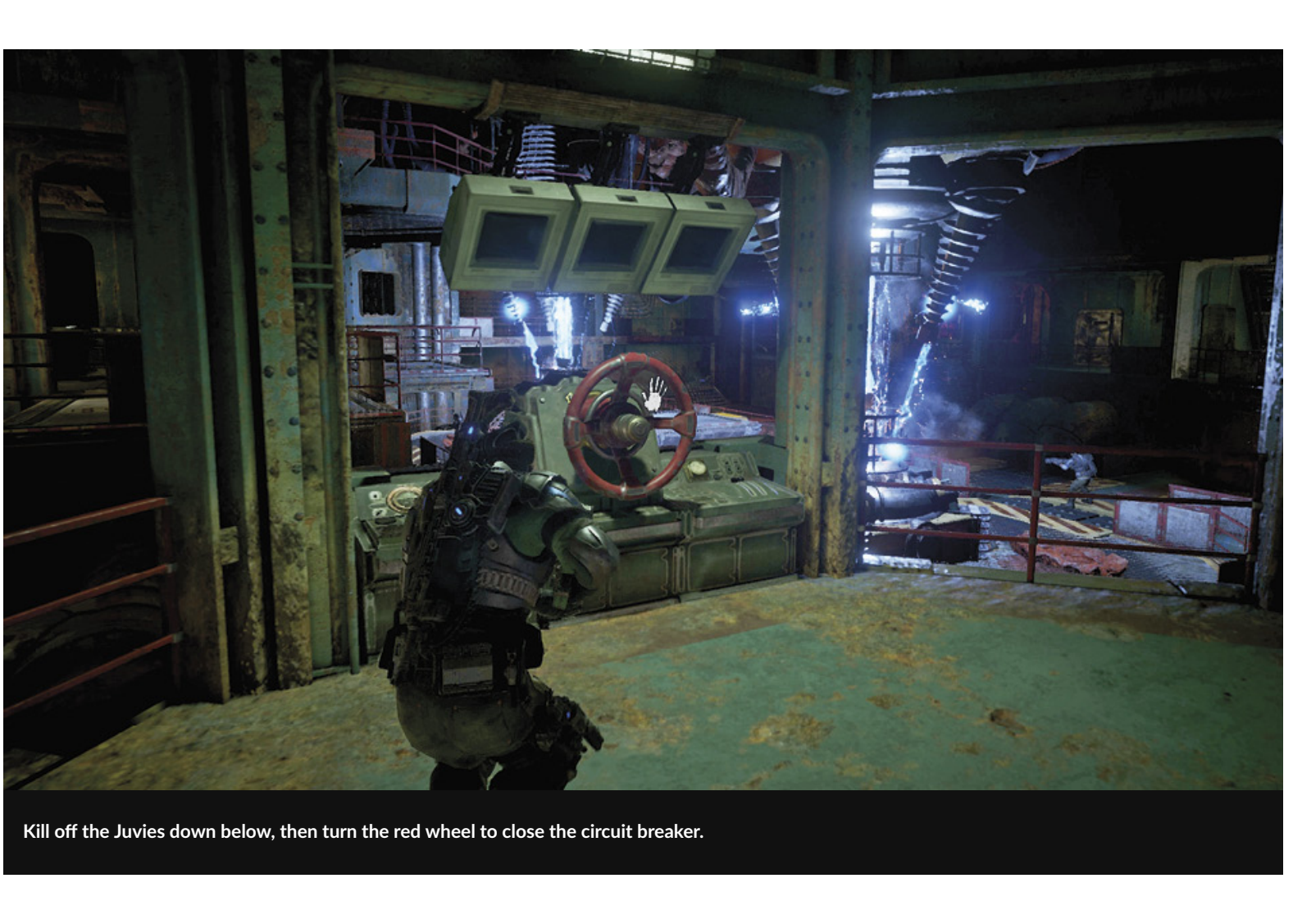
Listen for Del to man the turret, then start sniping the Drones that appear. There's no reason to activate the second generator switch before clearing out the Drones. You may as well take advantage of the elevated sniping perch.

Descend the stairs on the other side of the control tower, flip the switch on the generator, and grab the Frag Grenades located near the switch. You're going to have one final batch of enemies to contend with once the squad regroups.

SPLIT PATH: OPERATION DECK (RIGHT)

Proceed along the corridor to the walkway overlooking the generators. Grab the ammo on the left and take cover overlooking the left-hand generator. Kait turns on the first pair of generators and a Swarm of Juvies attack as soon as the current starts arcing.

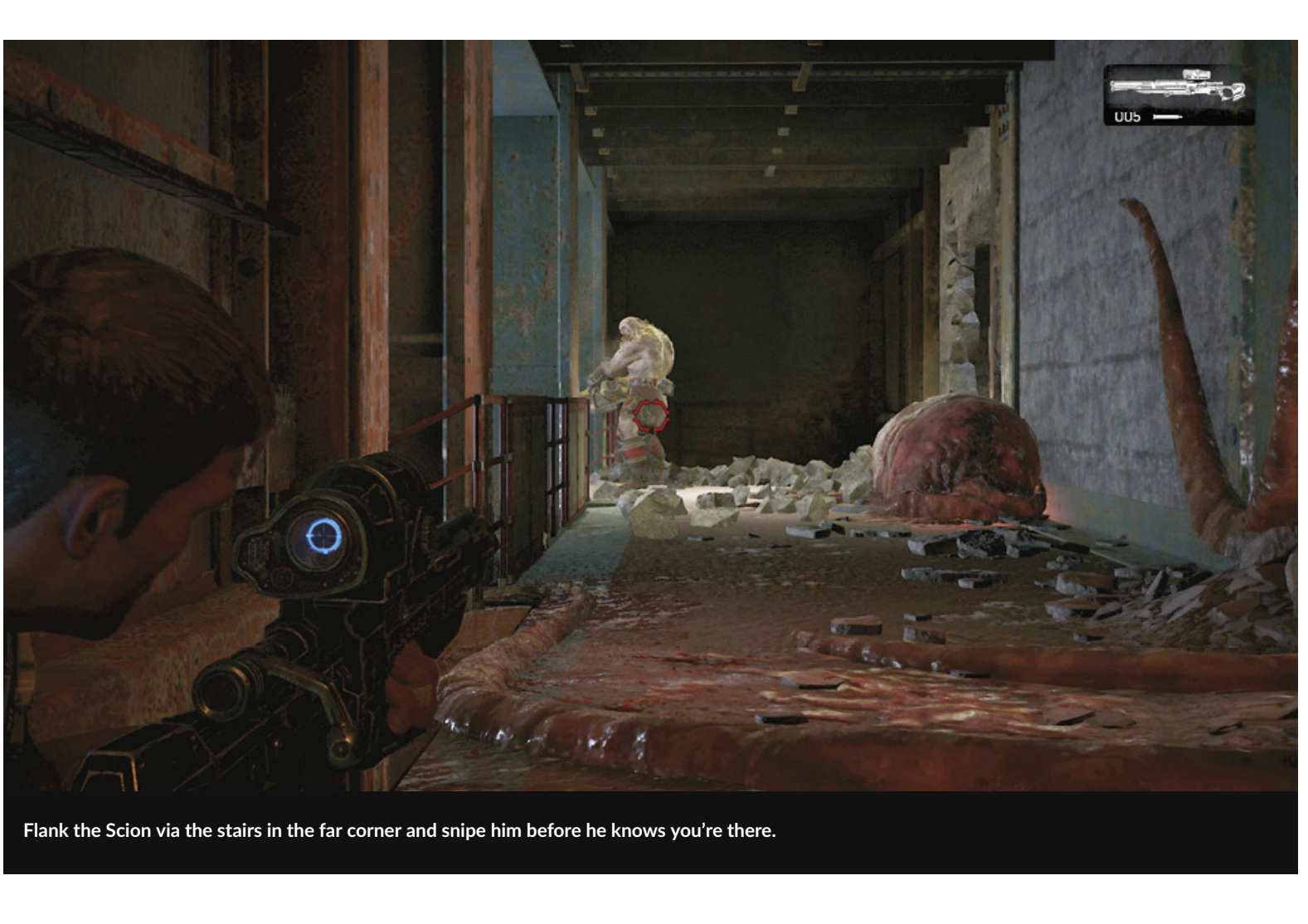
Clear the platform of Juvies with your Lancer, then continue along the walkway, through the operations offices to the room on the north side, where the circuit breaker is. Grab the Markza Mk1 from the corpse outside the main control room and turn the red wheel in the adjacent room to close the breaker.


Kill off the Juvies down below, then turn the red wheel to close the circuit breaker.

Take cover against the wall to the left and use the Markza Mk1 to snipe the Drones in the central control room between the two generator platforms. Clear the room to allow Kait and Del to advance up and down the flights of stairs from one platform to the other, then watch to see where Kait begins firing. There's a Drone manning a turret on the other side of the door leading out of the control room. Shoot the Drone before kicking open the door, or pay the price.

Kick open the door, cut down the approaching Juvies, and fight your way around the corner to the next circuit breaker switch. Turn the wheel to bridge the gap from the central platform to the other generators so Del and Kait can cross. Put the Markza rifle and the nearby turret to use in clearing out the Drones that attack the second generator platform.

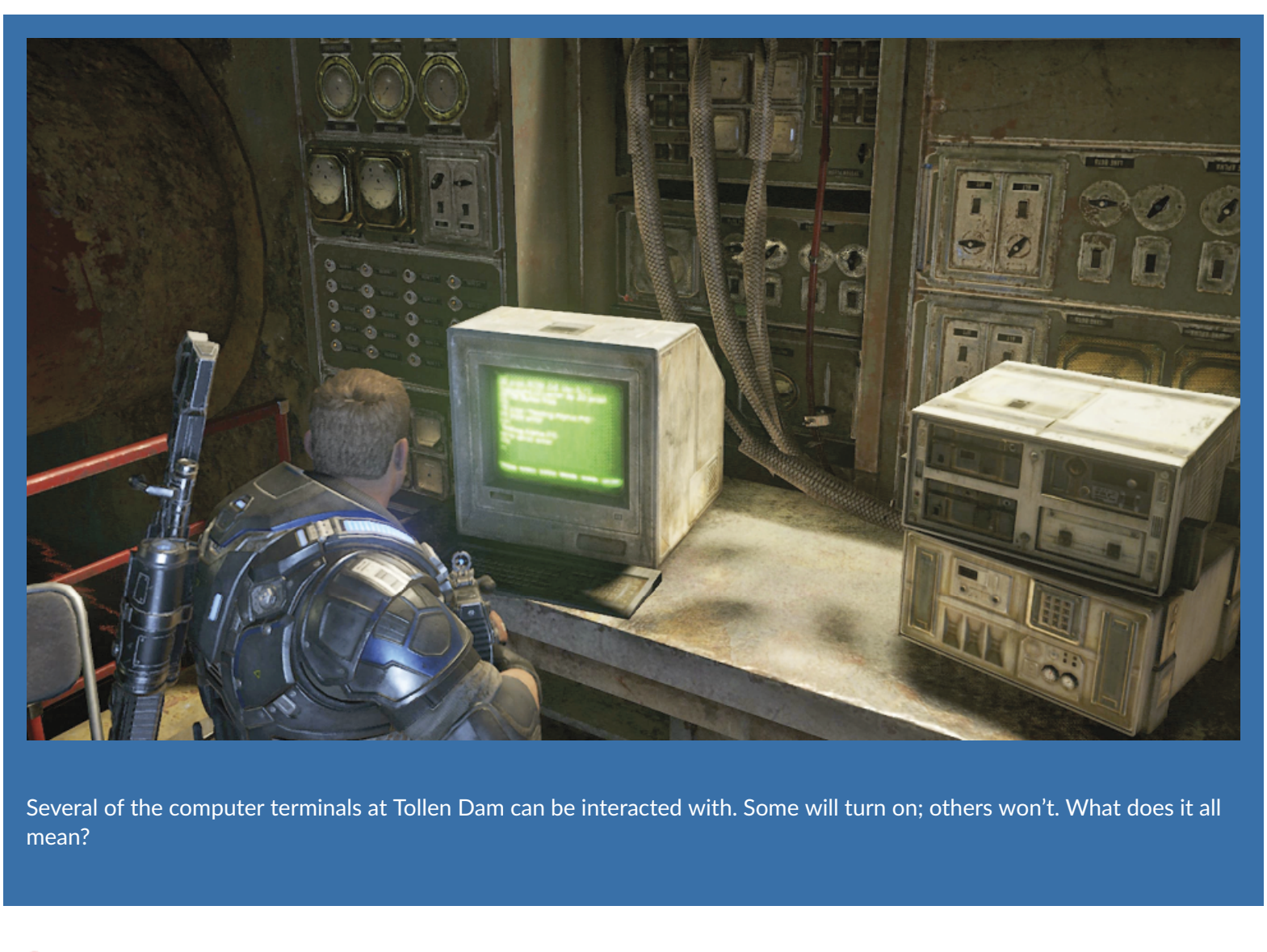
OBJECTIVE: GET BACK TO THE ELEVATOR


Flank the Scion via the stairs in the far corner and snipe him before he knows you're there.

A Scion and several Drones break through the wall up the stairs from the second generator platform as soon as the group is reunited. Lob a couple of Frag Grenades up at him as you flank around to the right. Use your Lancer or any shots you have left in the Longshot to take out the Scion from the side. Grab the Buzzkill he drops and put it to use cutting down the remaining Drones he arrived with.

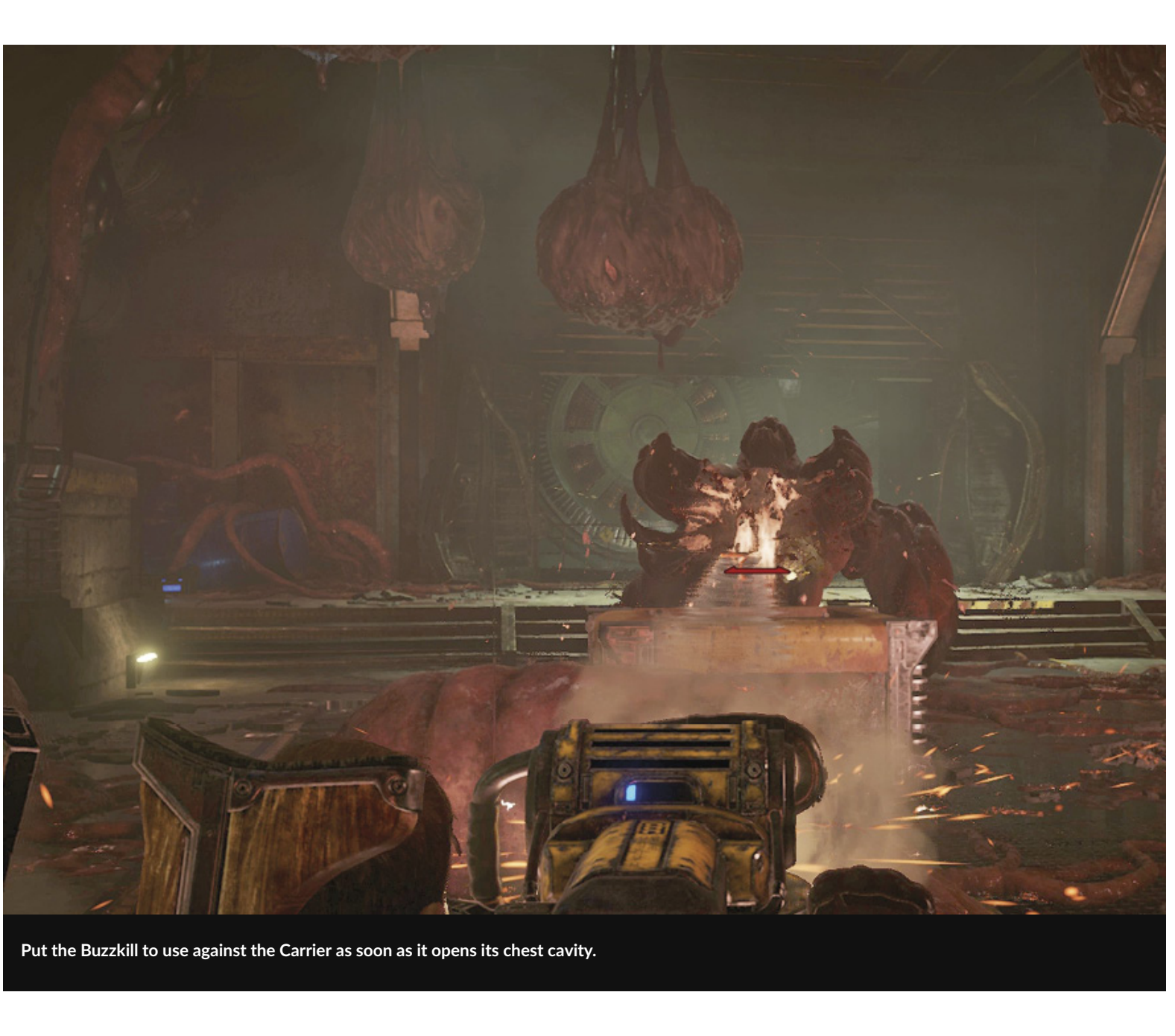
Proceed through the hole in the wall made by the Scion and follow the corridor back to the main room near the turbines. You'll emerge from behind a red door in a side office, just steps from the elevator. Ride the elevator as far as it goes.

MYSTERIOUS COMPUTERS


Several of the computer terminals at Tollen Dam can be interacted with. Some will turn on; others won't. What does it all mean?

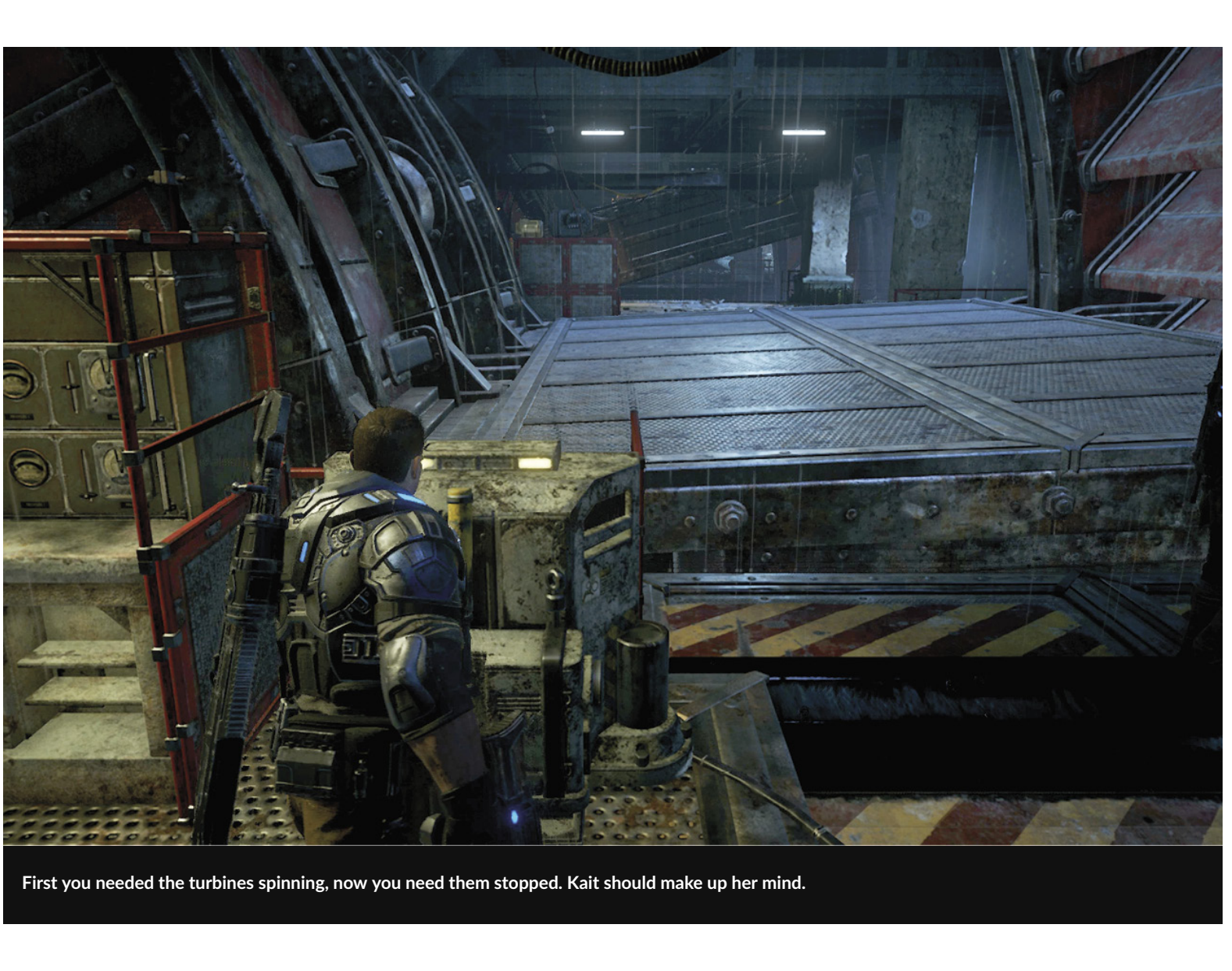
OBJECTIVE: FIND A WAY TO THE TOP OF THE DAM

The squad exits the elevator in a room dripping with hanging Swarm pods. Everything is quiet at first, but that soon changes when a Carrier bursts through the doors on the opposite side. Use the tactics you employed against the prior Carrier to defeat the one here. Wait for it to open its chest cavity, then open fire on its innards before taking aim at the flying fiery projectiles. If possible, use the Buzzkill you claimed from the Scion near the generators to inflict heavy damage at the start of the fight.

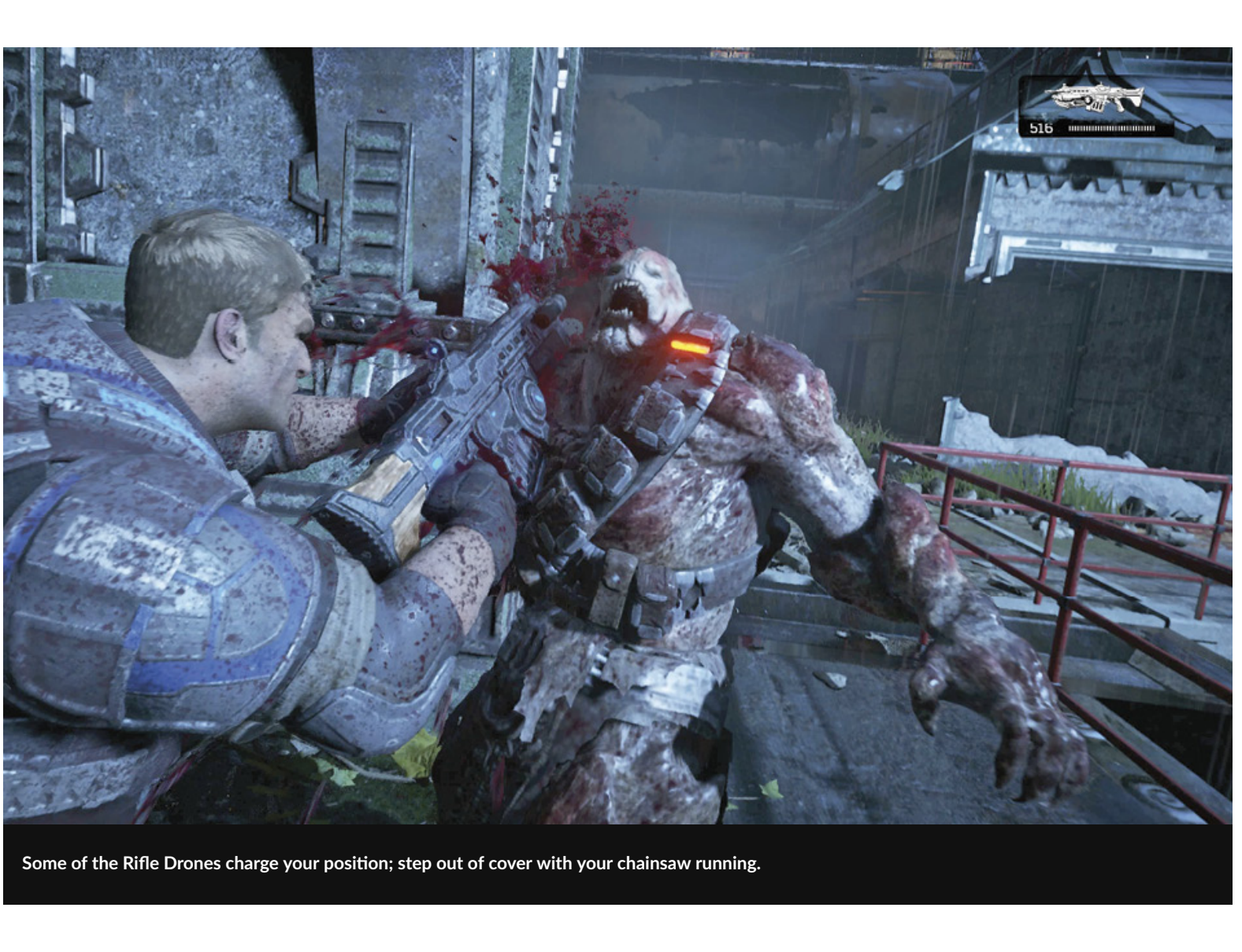

Put the Buzzkill to use against the Carrier as soon as it opens its chest cavity.

The Carrier's ground-pound attacks rupture many of the pods in the area, releasing a number of Juvies. Ignore them as best you can and focus on the Carrier. Lead the Carrier back and forth from one end of the room to the other, slipping around it whenever it gets too close for comfort. There's plenty of ammo and Lancers in the area to ensure you don't run out.

Exit through the door on the right to enter a small room with a double-locked door. Activate the switches with an ally and head outside toward the turbines. Use the control panel up ahead to lock the turbine in place so the squad can cross from the right-hand walkway to the central one. Lock the second turbine and cross that one too.


First you needed the turbines spinning, now you need them stopped. Kait should make up her mind.

Cross the second turbine and drop into cover immediately, as several Drones appear near the ruins up ahead. Hang back and let them show themselves. Their aggressiveness will be their ruin as you let them charge straight into your chainsaw!

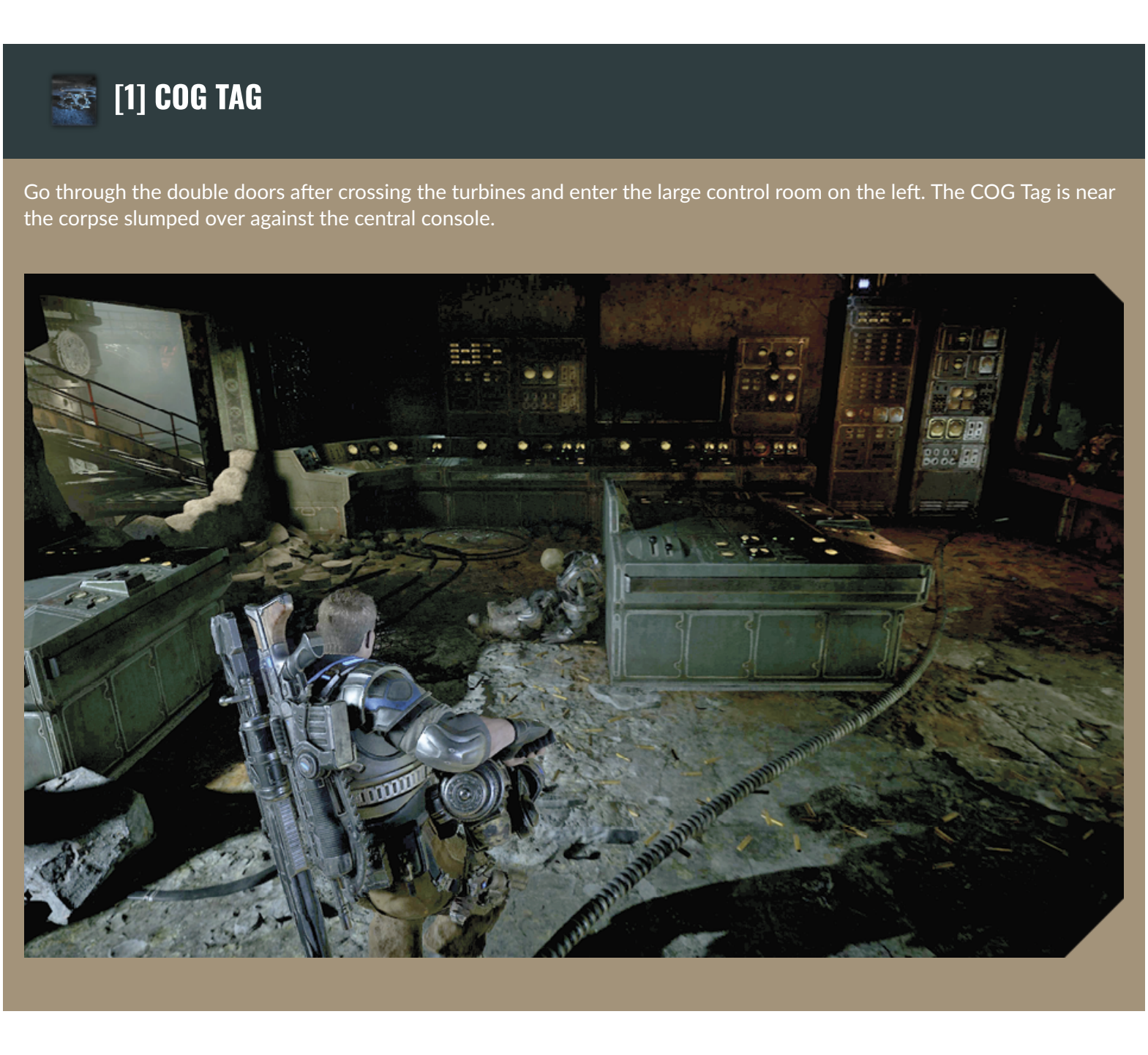

Some of the Rifle Drones charge your position; step out of cover with your chainsaw running.

Keep a clear view of the doorway leading back inside so you can target the Scion as soon as it appears, otherwise it will harden the Drones outside and make the fight that much tougher. The Scion is armed with a Mulcher, so you needn't be worried about staying in one place and being killed by the Dropshot.

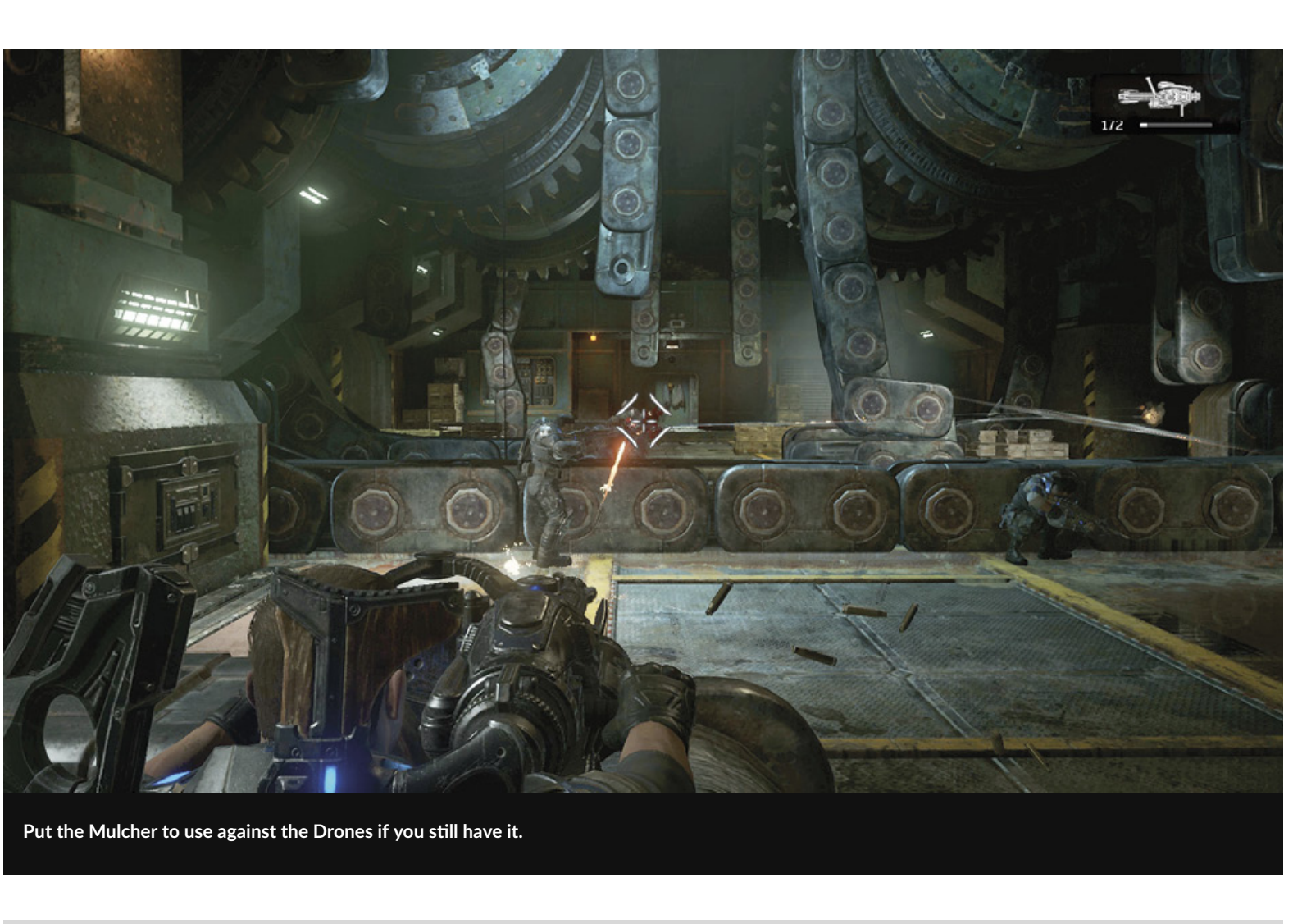
Carry the Mulcher with you as you follow the exterior walkway in and out of small rooms where the COG were trapped so many years ago. Gather up ammo as you go and ultimately wind your way around to a turn to the south and descend a double set of stairs to another locked door. Head inside to a room with numerous chains.

[1] COG TAG

Go through the double doors after crossing the turbines and enter the large control room on the left. The COG Tag is near the corpse slumped over against the central console.

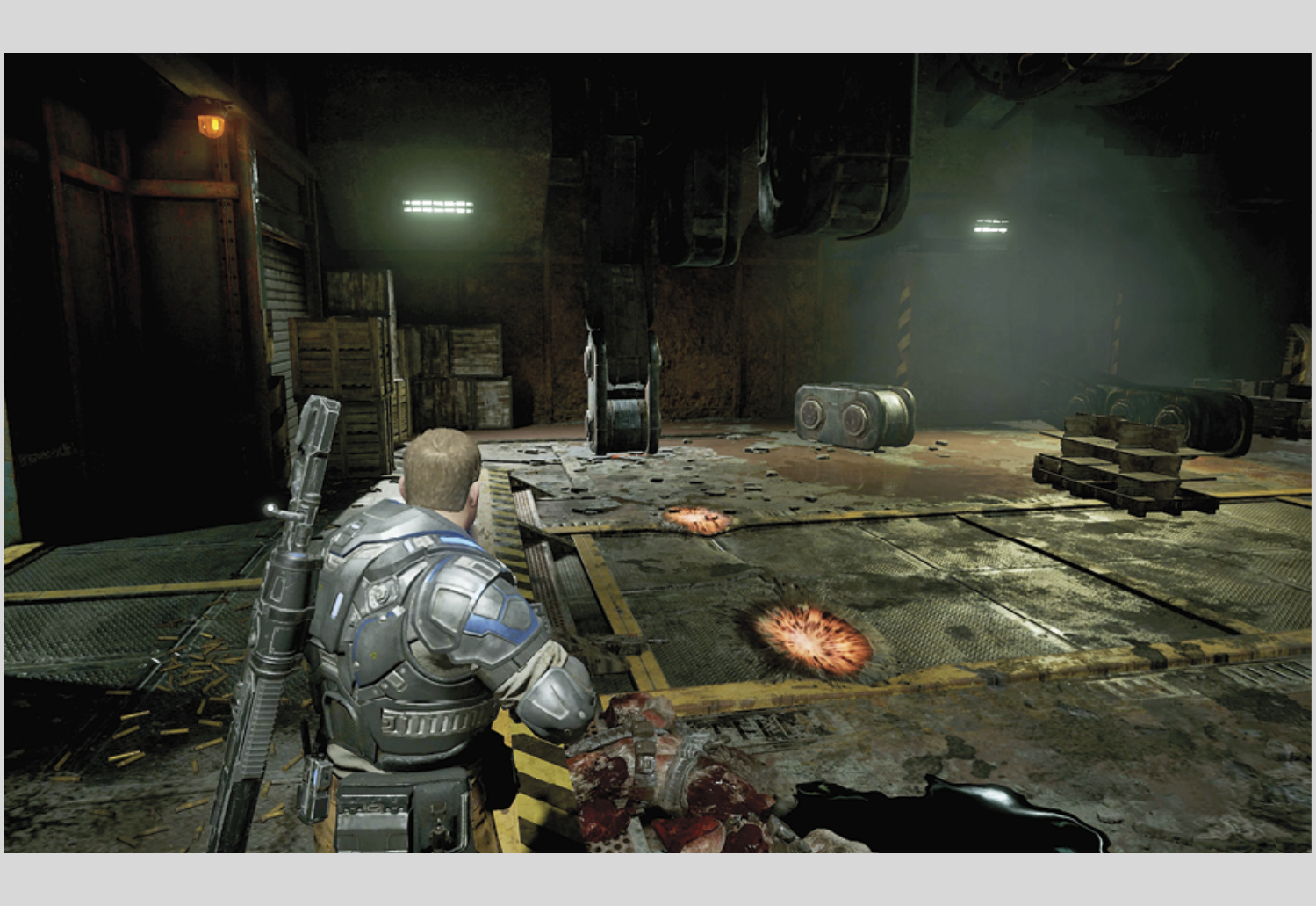


Take a moment to study the movement of the chains in this room. Some are stationary while others periodically jerk up and over a gear, causing the other end of the chain to slam down onto the floor. This is a major hazard. Not only might your cover be removed, but you could be crushed to death by a falling chain. It's best to stand back behind immobile cover and take on the Swarm as they try to cross the floor. Use Frag Grenades to flush the Swarm out of cover and to destroy the few wooden pieces of cover that exist in the room, then take aim on the Drones with the Lancer or Boltok.


Put the Mulcher to use against the Drones if you still have it.

SCRATCHED FLOORS

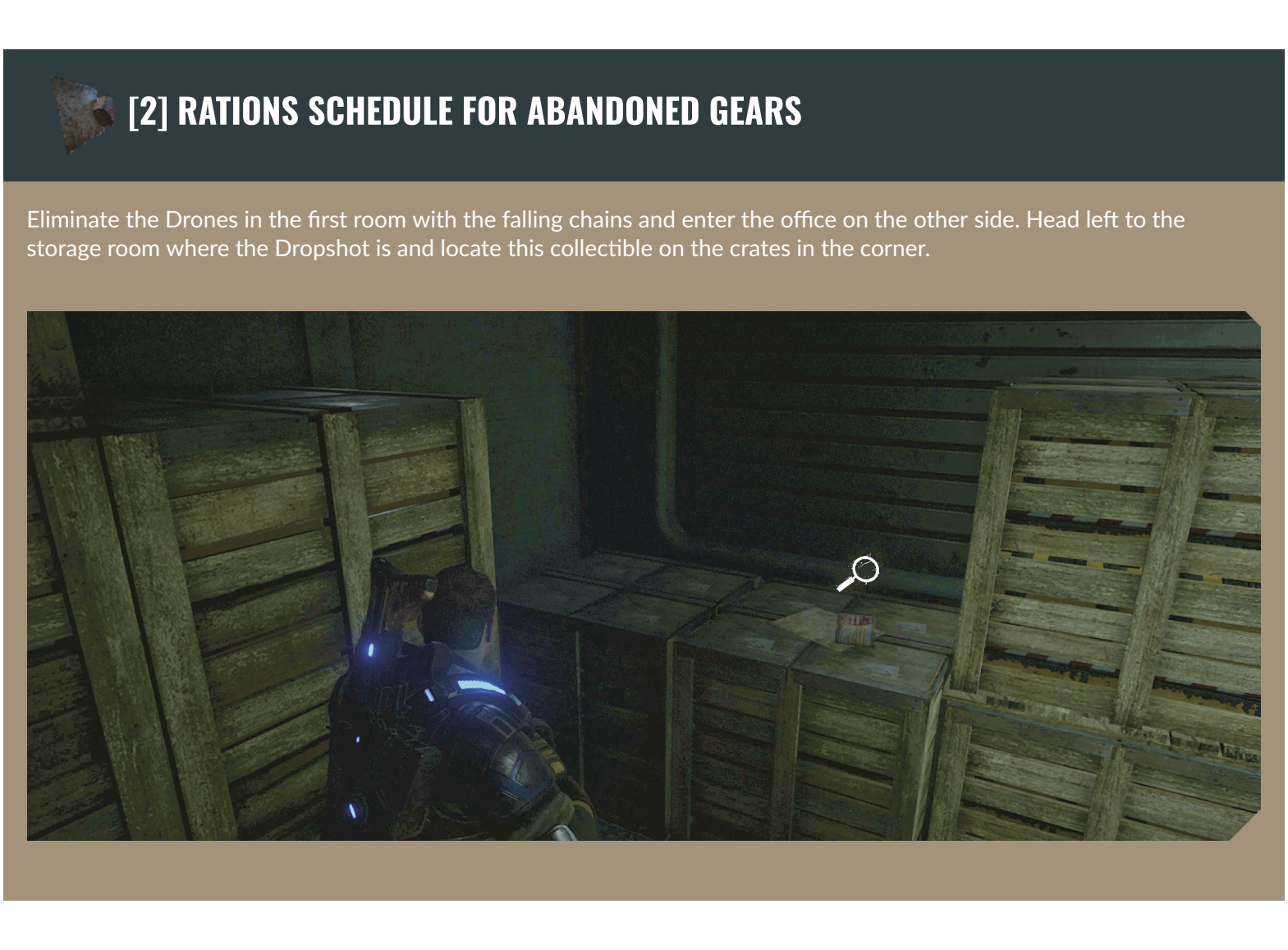
The red scratch marks on the floor reveal where a falling chain is going to land. Note the red streaks that appear after the chain has been lifted off the ground. That's where the chain is going to land again in several seconds. The chain gets dropped back onto the floor just as that indentation fades away. Stand clear!



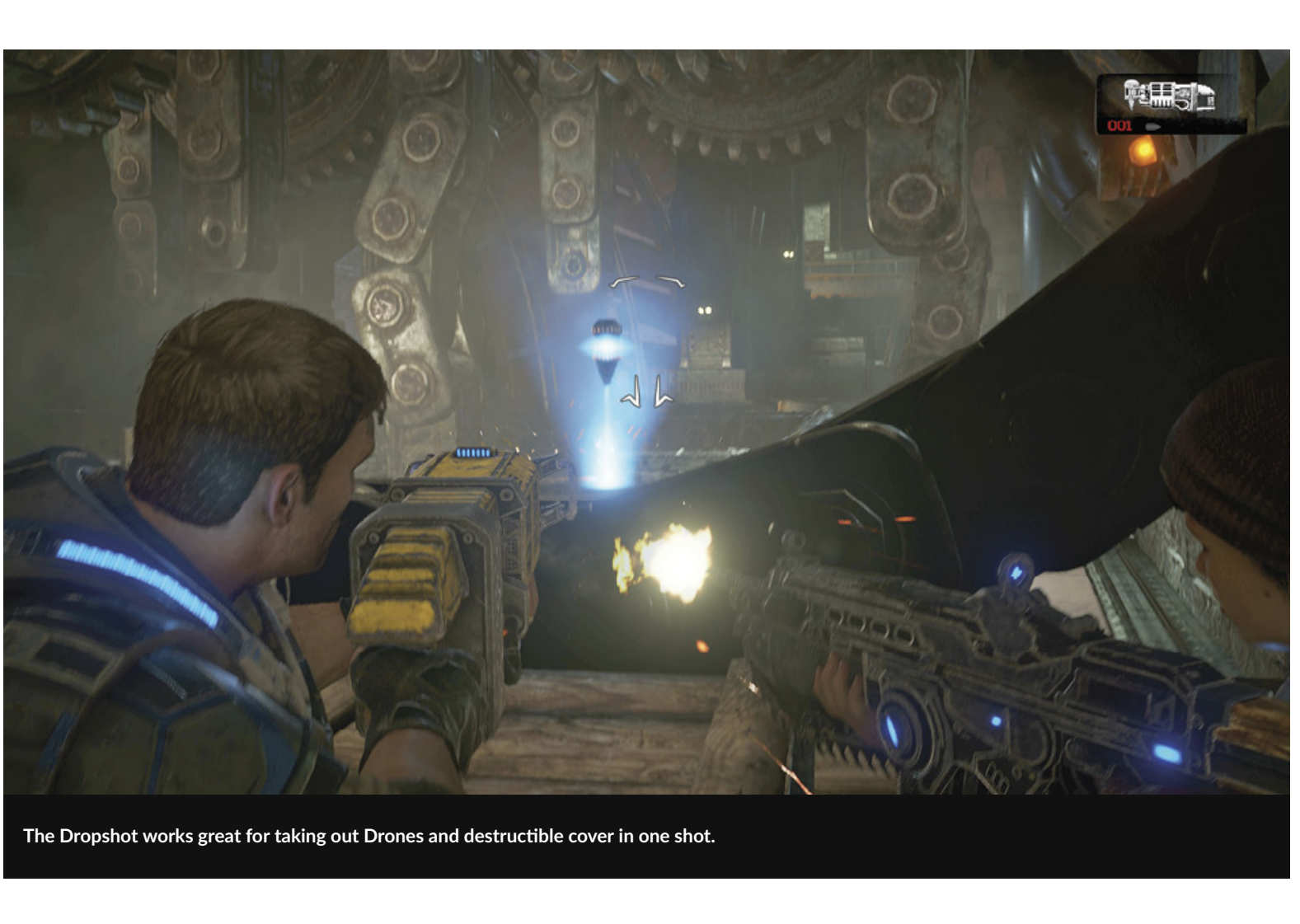
Use the immobile pieces of chain for cover and clear the room of Drones before crossing the room. You don't want to be dodging enemy fire and accidentally get crushed by a falling piece of machinery.

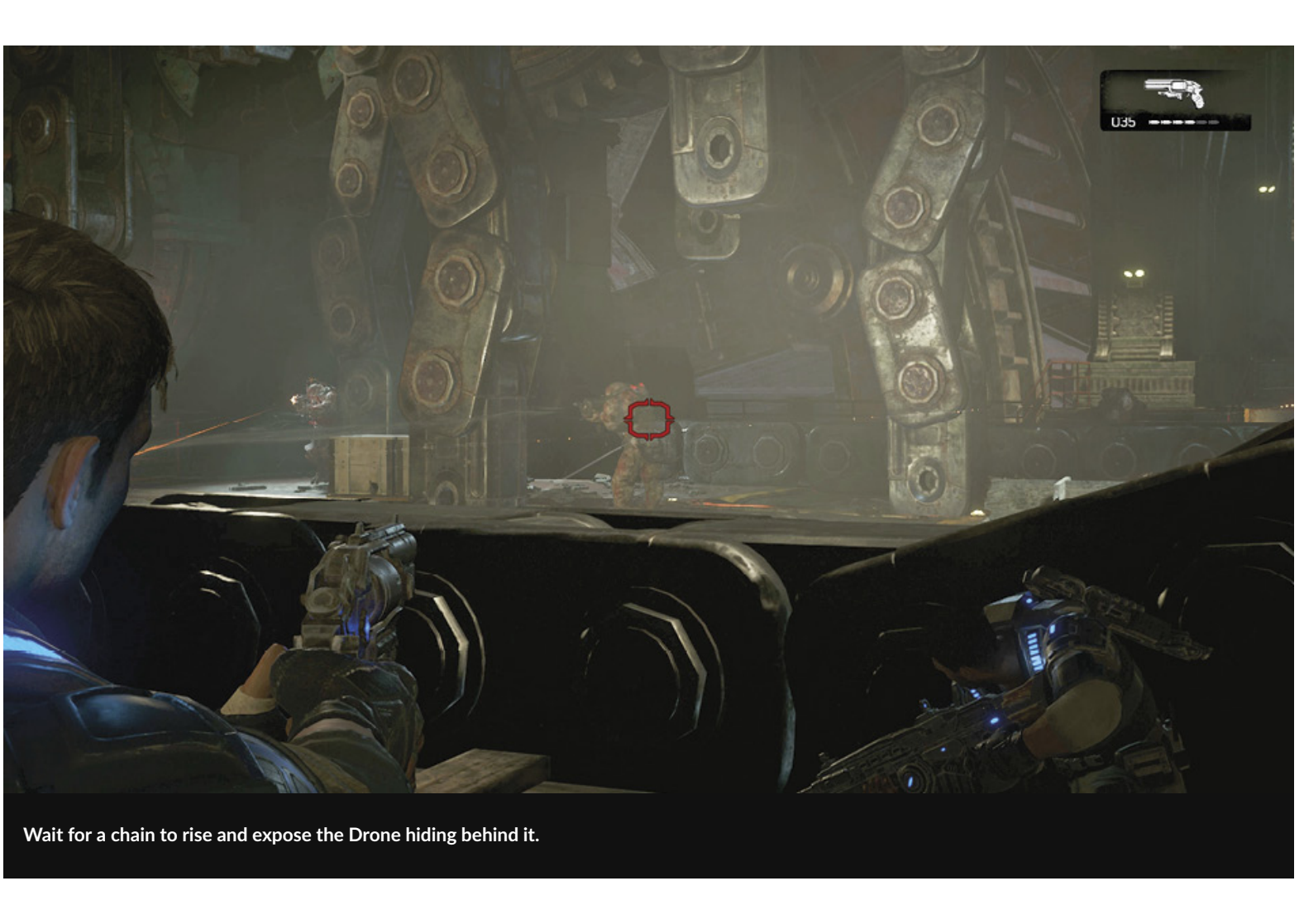
[2] RATIONS SCHEDULE FOR ABANDONED GEARS

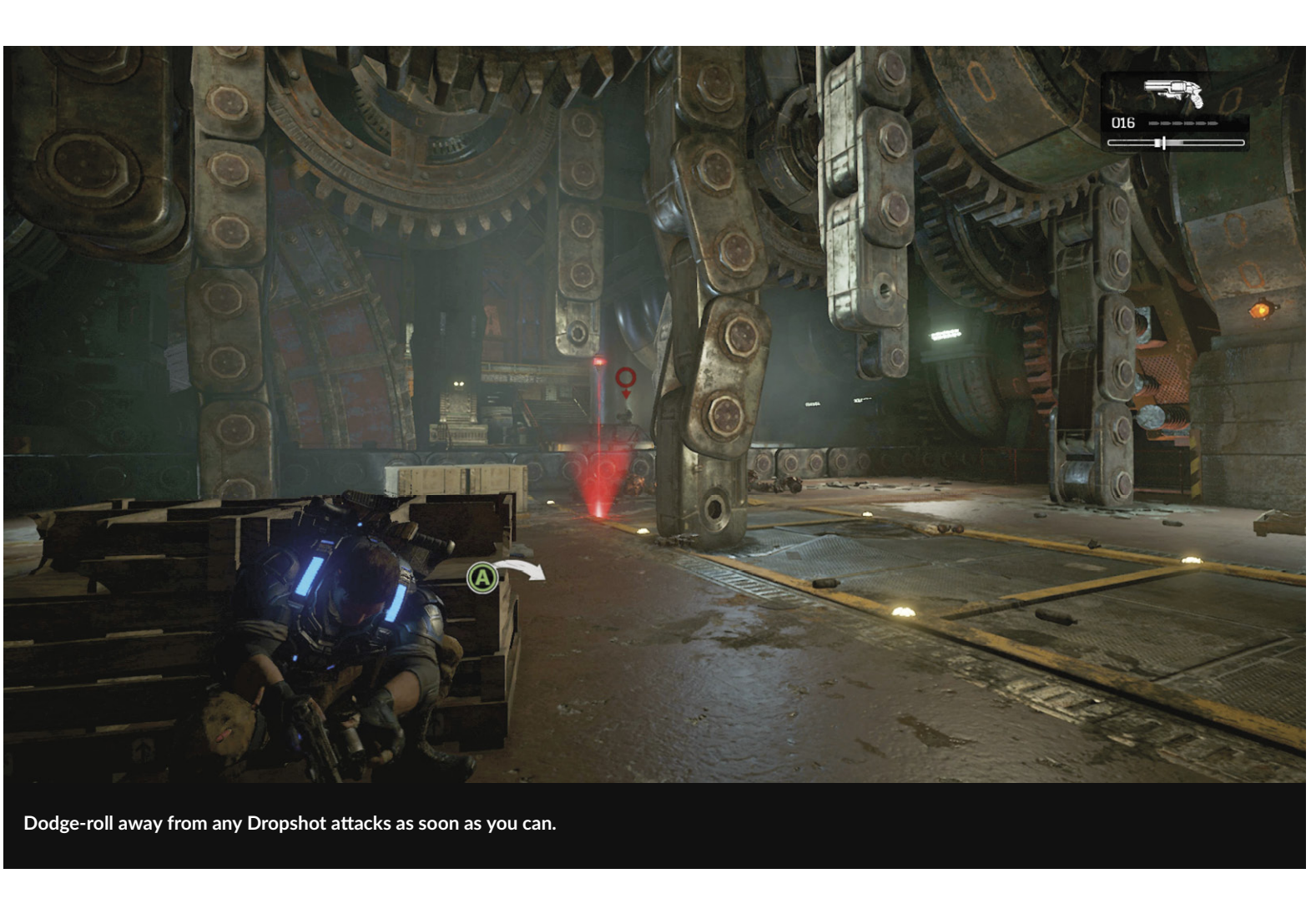
Eliminate the Drones in the first room with the falling chains and enter the office on the other side. Head left to the storage room where the Dropshot is and locate this collectible on the crates in the corner.



There's one more room with falling chains to cross. This one has a lot less stationary cover for you to utilize, but your approach should be the same. Duck into cover behind the wooden crates and let the Drones come forward. Use the Dropshot obtained in the storage room between the two chain rooms to blow up the Drones—and their wooden cover when possible—then finish off the rest with the Boltok.

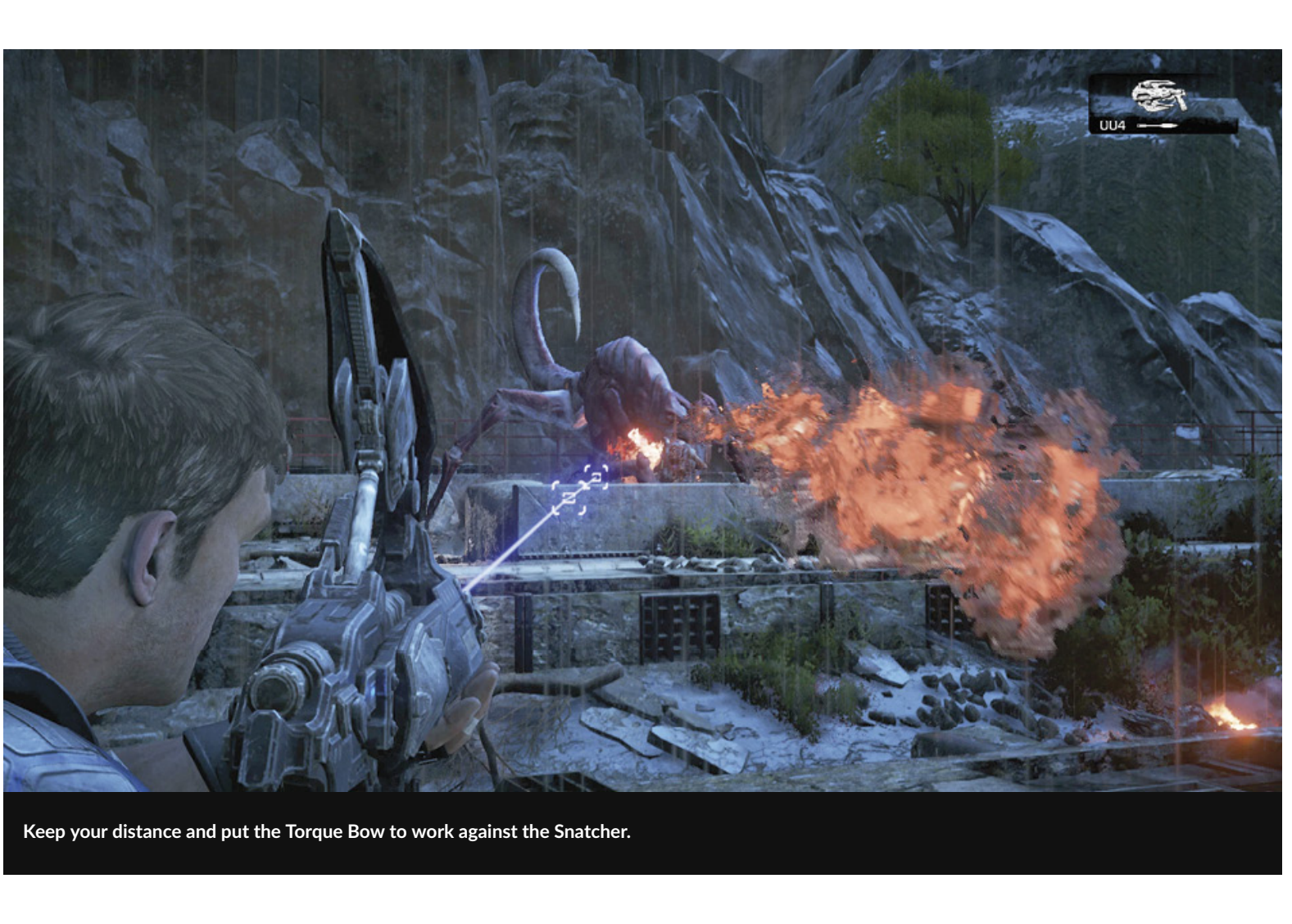

The Dropshot works great for taking out Drones and destructible cover in one shot.


Wait for a chain to rise and expose the Drone hiding behind it.


Dodge-roll away from any Dropshot attacks as soon as you can.

A Scion attacks with a Dropshot from a balcony on the far side of the room once there are only a few Drones left. Spot the Scion as you fire as many shots as you can into its head with the Boltok. Watch for the direction of its Dropshot attack and dodge-roll to safety as soon as you see it heading your way.

Ascend the stairs near the turbine and make your way past both turbines, through the darkened control rooms, and back outside via the double-locked door near the ammo crates. Walk along the crumbling exterior walkway to the metal catwalk at the end. Lower the raised panel and watch the squad ride the turbine to the upper level of the dam, as if it were a water wheel. Unfortunately, the squad is split again, with JD and Marcus on one side and Kait and Del on the other.


Keep your distance and put the Torque Bow to work against the Snatcher.

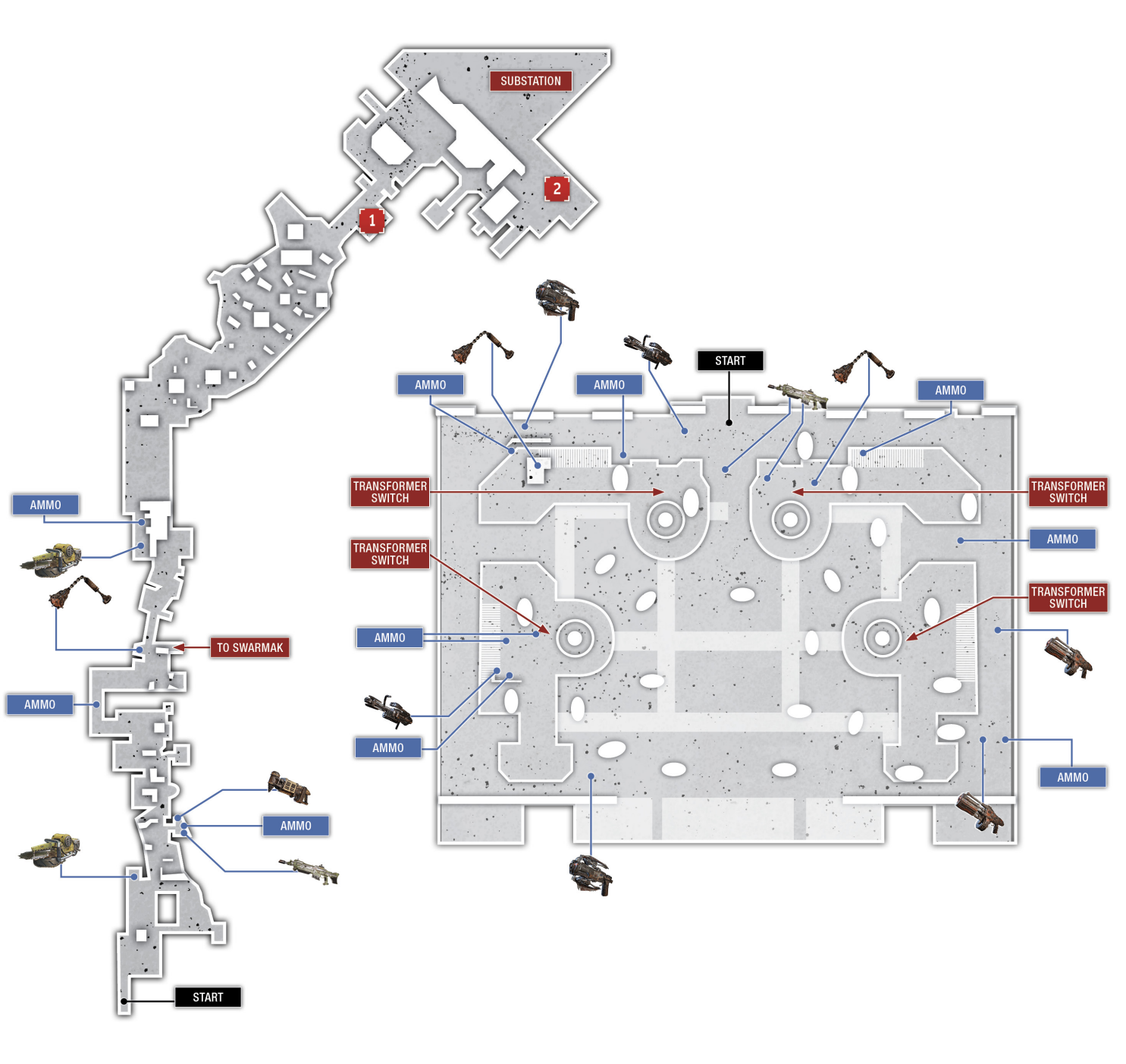
Climb the ladder at the edge of the upper walkway and locate the EMBAR Sniper Rifle on the left of the stairs. Snipe the Grenadier and Hunter Drones on the upper path, then take cover along the edge of the spillway and lend a hand to Kait and Del on the other side. Use the EMBAR until it runs out, then switch to the Torque Bow dropped by the Hunter Drone, but use the Lancer on the remaining Drones.

A Snatcher leaps out of the upper pipe as soon as the final Drone has been slain. Use the Torque Bow to fire arrows at its stomach as it focuses its toxic, fiery spew at Kait and Del. Stay as far from it as you can and keep your ammo topped off so you can free any of your allies should they get abducted. The Snatcher can fire its quill great distances and it will instantly down you if it hits, so be ready to dodge if you hear its attack scream.

Once the Snatcher has been killed, enter the overflow pipe, raise the door, and climb the ladder at the end of the ramp. Continue up the stairs and down the crumbled floor to the room with the moonlight shining through. There's one final ladder up ahead for you to climb in order to reach the top.

Act 4

Chapter 5: Storm Warning



COLLECTIBLES

1	COG Tag
2	Letter

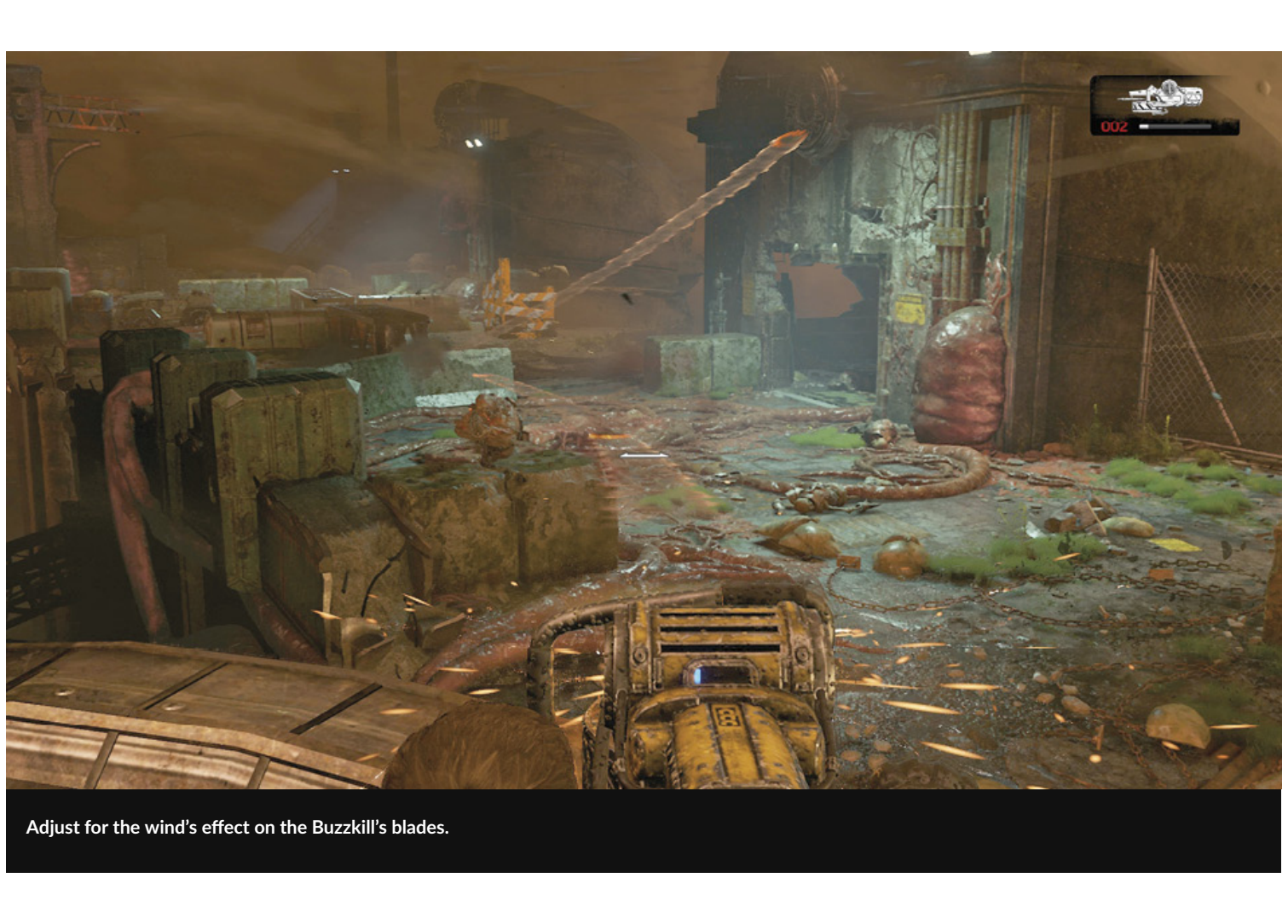
SITUATION OVERVIEW

When the squad finally makes it to the top of the dam and sees what they're up against, it's clear they need backup. Marcus has a friend he can call for support, but he can't reach him from the dam, least of all during a Windflare. The squad must make it to a nearby radio tower if they're to have any chance of rescuing Reyna.

TOLLEN DAM

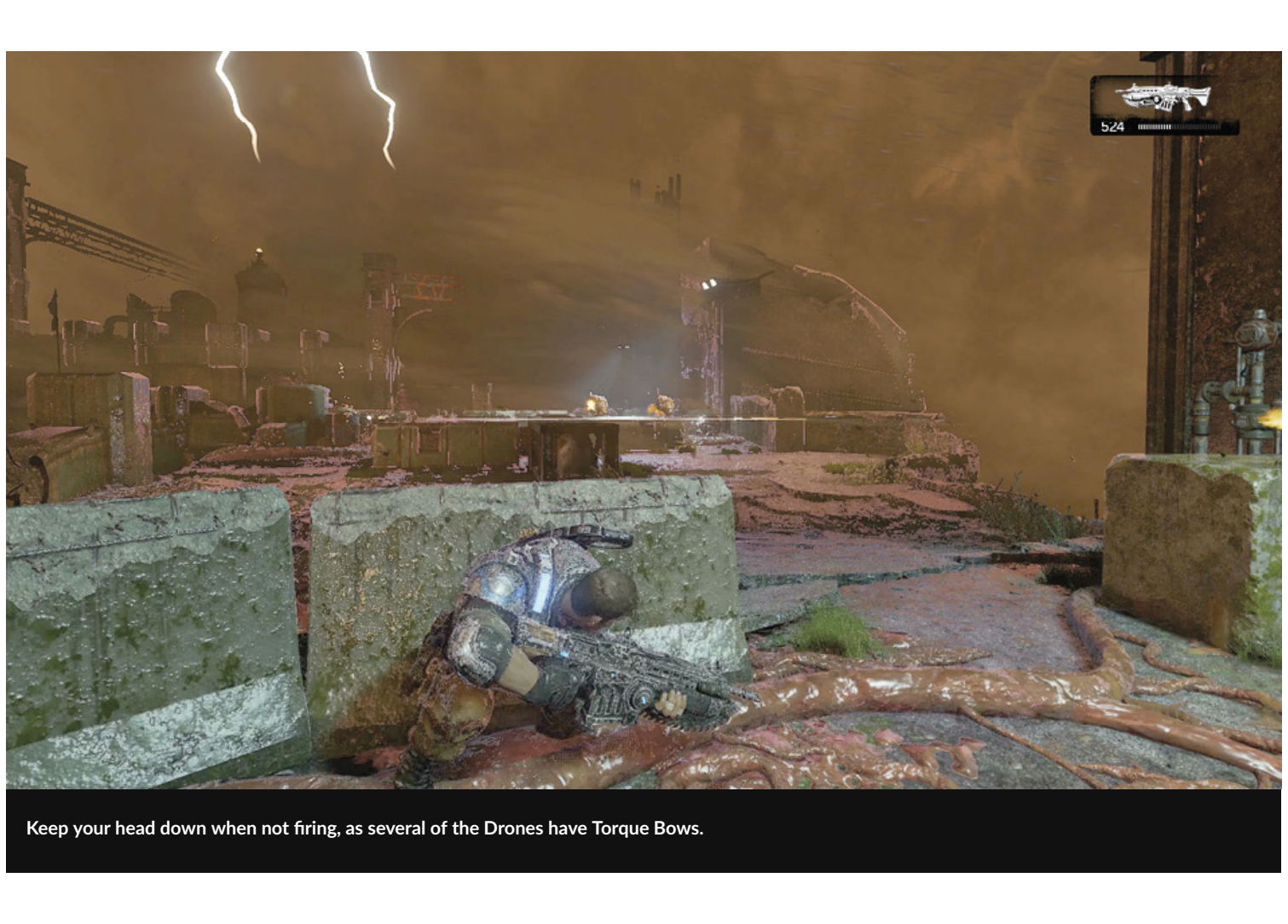
OBJECTIVE: GET ACROSS THE DAM

The Windflare has hit full strength just as the squad reaches the road across the top of the dam. Smash through the chain on the fence to the right and follow the path around to the left, to where the Buzzkill is located. Drones emerge from the building up ahead. Mount the Buzzkill atop the curved wall and take aim at the Hunter Drones and others down below. The wind is blowing from right to left, so you'll need to aim into the wind a bit to make up for the slower velocity of the Buzzkill blades. Aim to the right of the Hunter Drones and a little higher than normal to ensure a hit.



Adjust for the wind's effect on the Buzzkill's blades.

Advance to the concrete barriers near the building on the right and wait for the next set of Drones to approach. You want them even with the destructible barricade on the right before you target it. Doing so releases a number of drums into the wind and should eliminate several of the Drones.

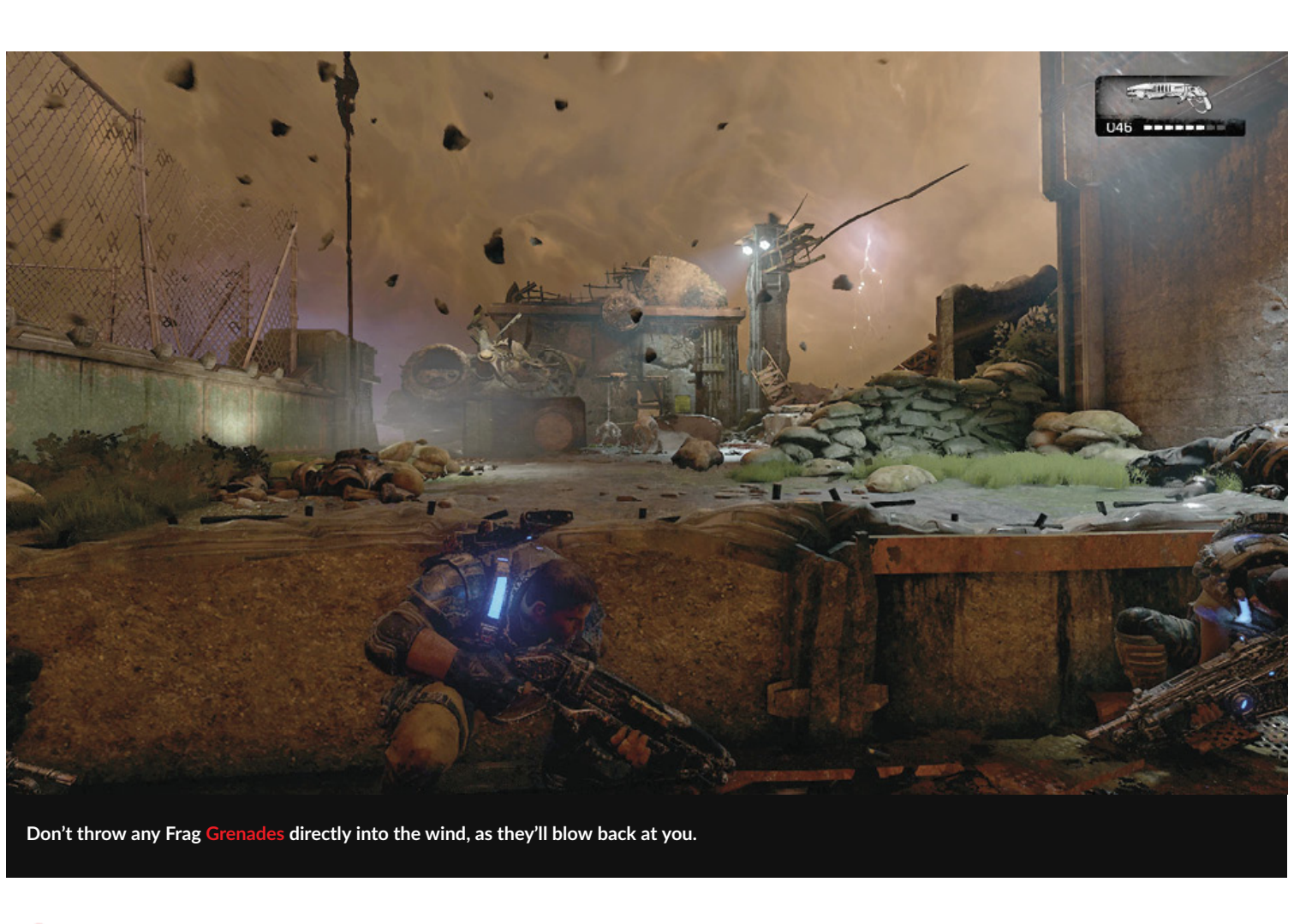


Keep your head down when not firing, as several of the Drones have Torque Bows.

Grab the Dropshot from the snot bubble in the room on the right once you've thinned the number of Drones, then advance to the L-shaped cover in the center. Multiple Scions attacking with Mulchers march across the battlefield straight at your position. Use the Dropshot to take them out as they pause to upgrade the other Drones. The Dropshot is affected by the wind as much as the Buzzkill, so take that into account and aim slightly to the right. Use the Scion's Mulcher to take out the Drones and Juvies that attack up ahead near the crumbling infrastructure.

Duck into the stairwell on the left so the squad can take a break from the Windflare in a small substation. Gather up the Frag Grenades and ammo and push the orange door open to continue across the dam.

Duck into cover outside the door and let the Juvies come to you. Drones attack next, and they'll hunker down behind cover. The wind is in your face, so you needn't worry about lateral adjustments to aiming, but your Frag Grenades won't go very far. Hold on to them. Kill the remaining Drones and take a look at the gap on the left.

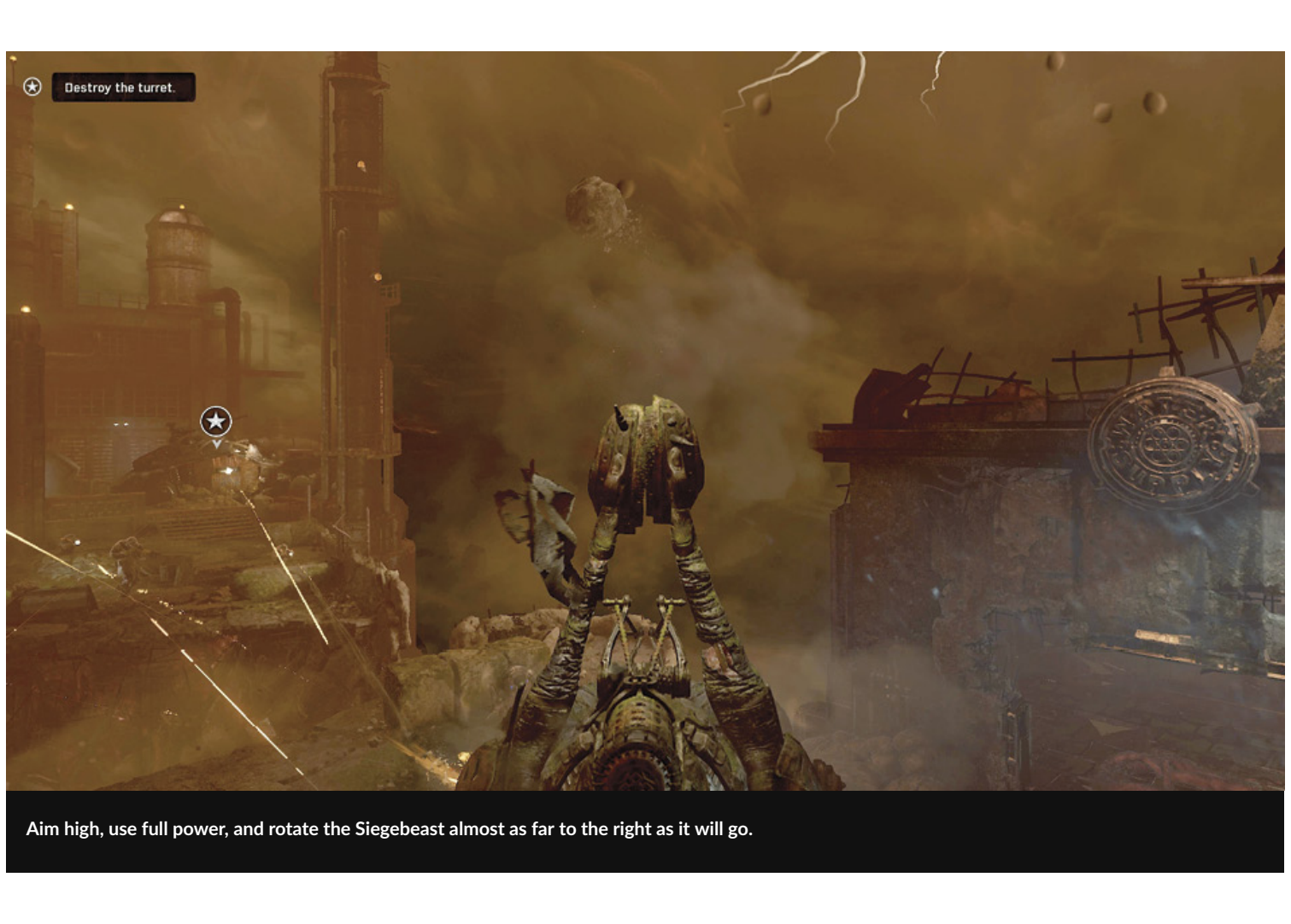


Don't throw any Frag Grenades directly into the wind, as they'll blow back at you.

OBJECTIVE: DESTROY THE TURRET

As soon as you peer over the ledge on the left, wondering how you'll cross, a turret in the distance opens fire. Drop into cover, then take a look at your surroundings, as there's a decades-old Siegebeast lying on its side. Fortunately for JD, the Siegebeast's bombs still have some kick.

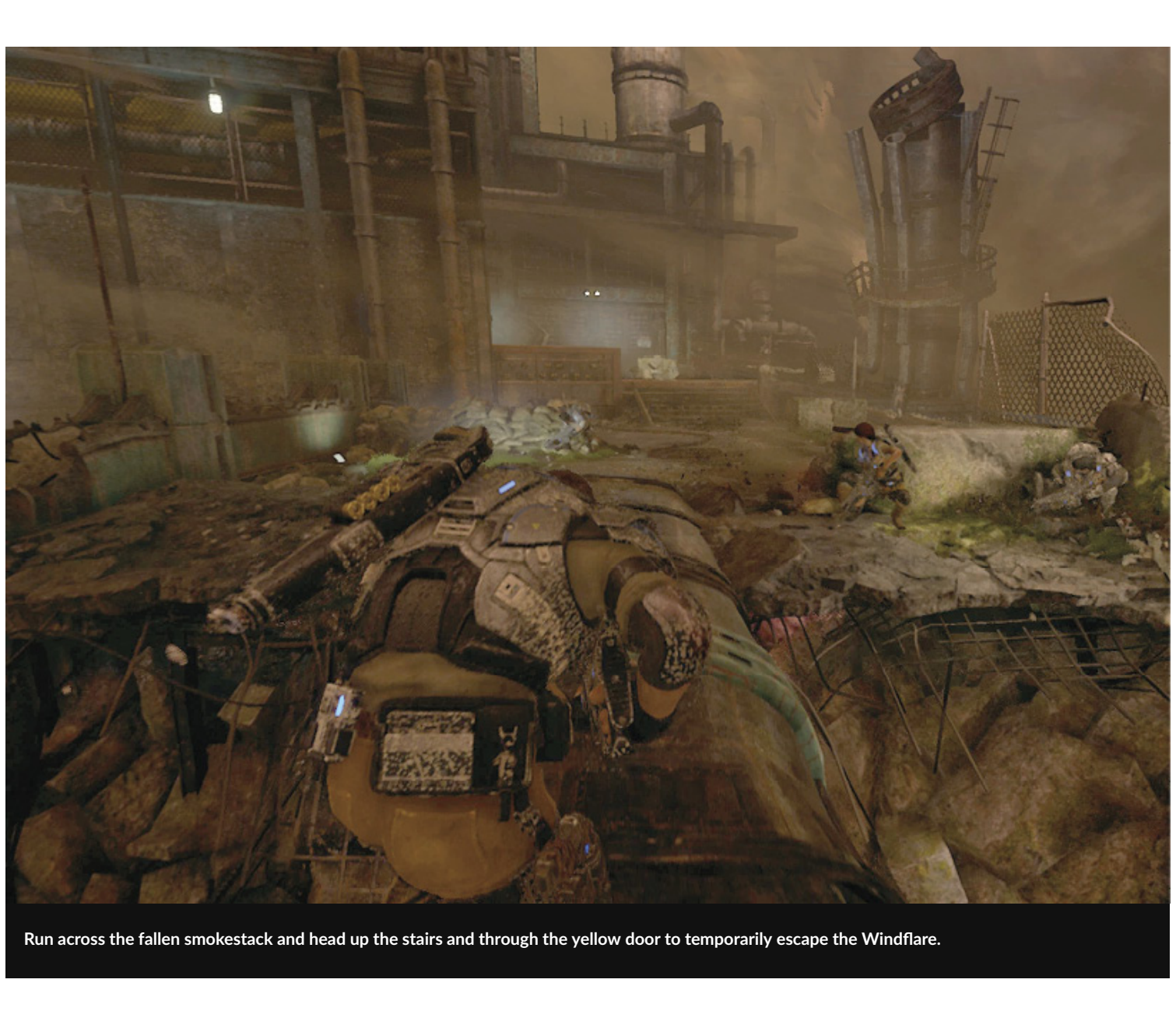
Grab hold of the rear of the Siegebeast and turn it to angle into the wind. You're going to use this catapult-like device to fire a bomb at the turret in the distance, but you've got to take the wind into account. Not only that, but you've got to fire the shot at such an angle as to have enough distance to clear the smokestack, which effectively defends the turret from just such an attack. This isn't particularly easy, but you've got unlimited ammo and plenty of time.



Aim high, use full power, and rotate the Siegebeast almost as far to the right as it will go.

It's likely going to take two hits to destroy the turret. If you aim correctly, Marcus will shoot the bombs at the precise moment to damage the turret.

You'll hear Marcus praise your aiming if you score a hit. The best way to aim is to pull the Camera Controls back so that the bottom of the targeting reticle is even with the trim on the building to your right. Rotate the Siegebeast so that the curved portion of the front end is exactly even with the curved rock edge to the left of the building. Ready the shot at full power before releasing the catapult. If you are playing co-op, the second player needs to shoot the bombs out of the air to detonate them. You can't destroy the turret without shooting the bombs. This is a bit easier if you shoot the bomb right at the moment it hits the turret.

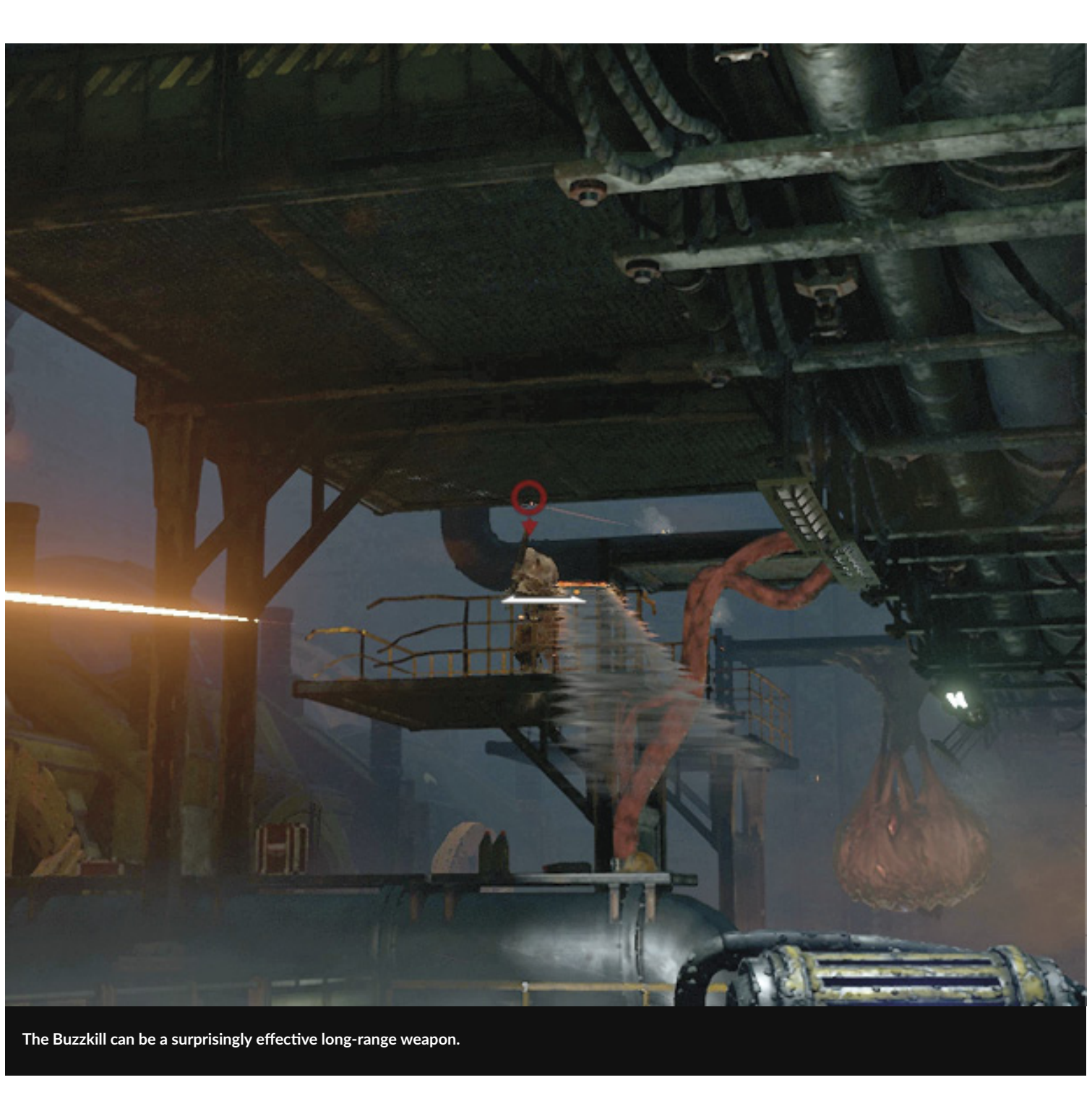


Run across the fallen smokestack and head up the stairs and through the yellow door to temporarily escape the Windflare.

The explosion topples the smokestack and provides a way across the gap. Sprint across the fallen pipe and advance on the Drones atop the stairs. A boat sailing on the wind will crash-land atop the Drones, eliminating the need for you to fire at them. Raise the yellow garage door and head inside.

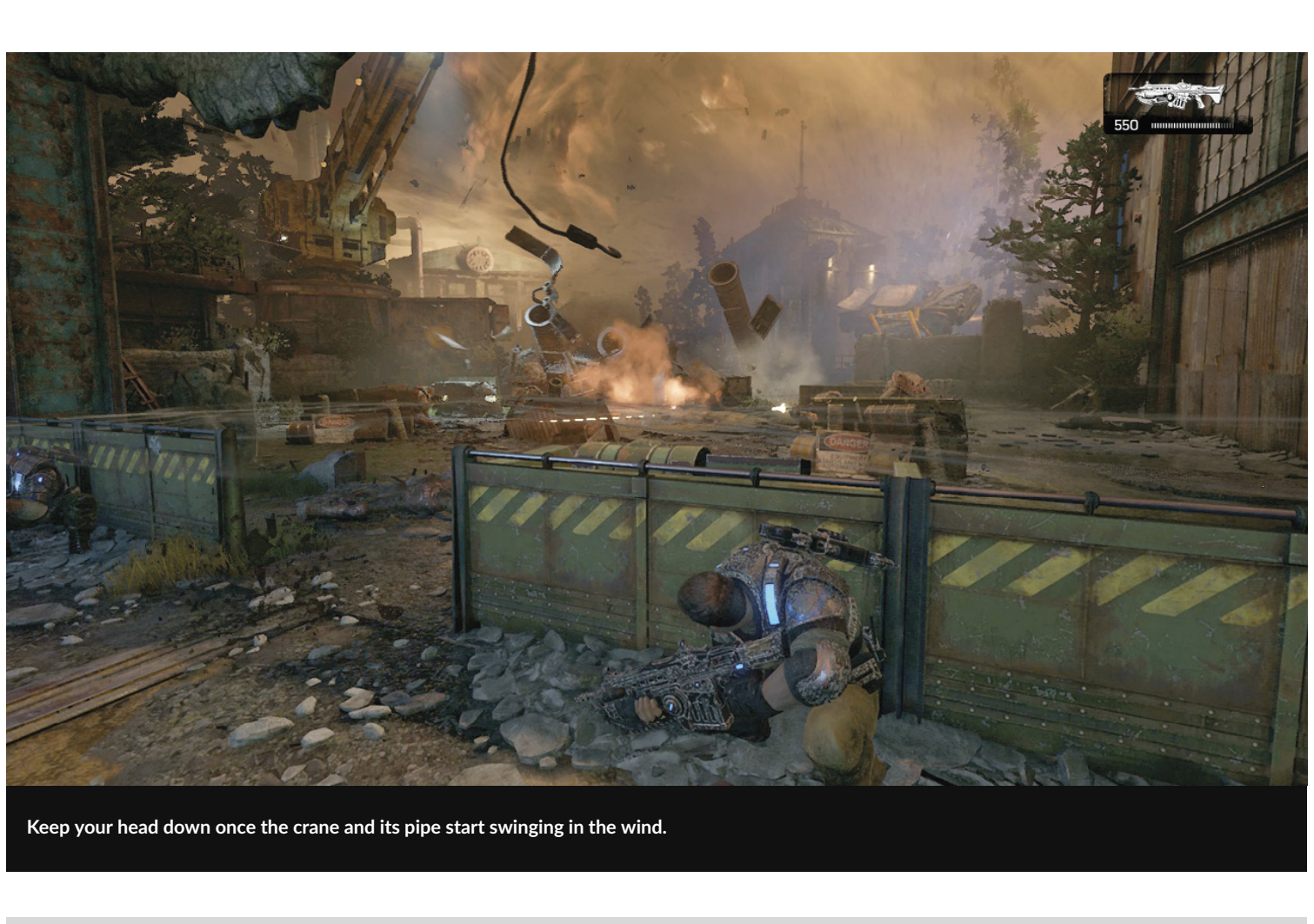
GET TO THE SUBSTATION

Grab the Buzzkill inside and use it to take out the Sniper Drone up ahead atop the stairs. Mount the Buzzkill on the floor and cut through the numerous pods and Juvies that attack—a screaming Juvie alerts the rest to your presence anyway, so you might as well start firing right away.



The Buzzkill can be a surprisingly effective long-range weapon.

Take cover beyond the stairs where the Sniper Drone was and look out over the barrier to the Swarm nests outside. Target the barricade in the distance to release the crane and its load of pipes into the wind. The swinging crane and pipes will take out several of the Drones in the area



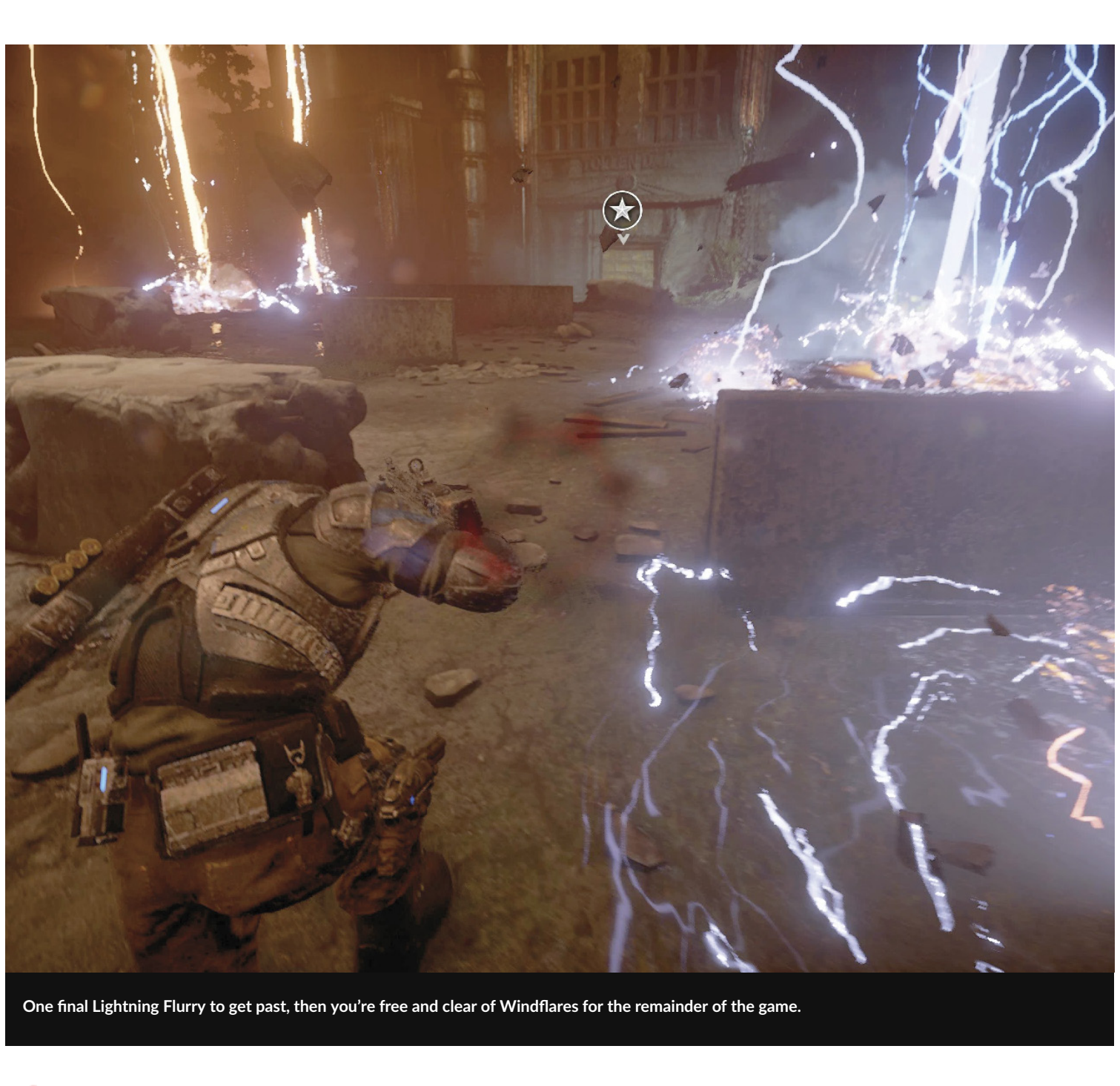
Keep your head down once the crane and its pipe start swinging in the wind.

SIGNS AND LUGGAGE

Open fire on the makeshift cover nearest your position to dislodge each of its pieces, thereby exposing the Drones hiding behind it. The wind will knock them down as the cover is removed, giving you an easy mark.

Shoot the barricade holding the car on the ledge near the Swarm nests to send the car toppling down on the Drones. This should clear most of the immediate threat.

The stormwall reaches just as you advance past the nests. Ignore any Drones that stand between you and the substation and focus on avoiding the Lightning Flurries. Sweep to the right around the cover and move along a relatively straight path without roadie running. Adjust your course as needed to allow the Lightning Flurries to hit and move. The door isn't much farther.

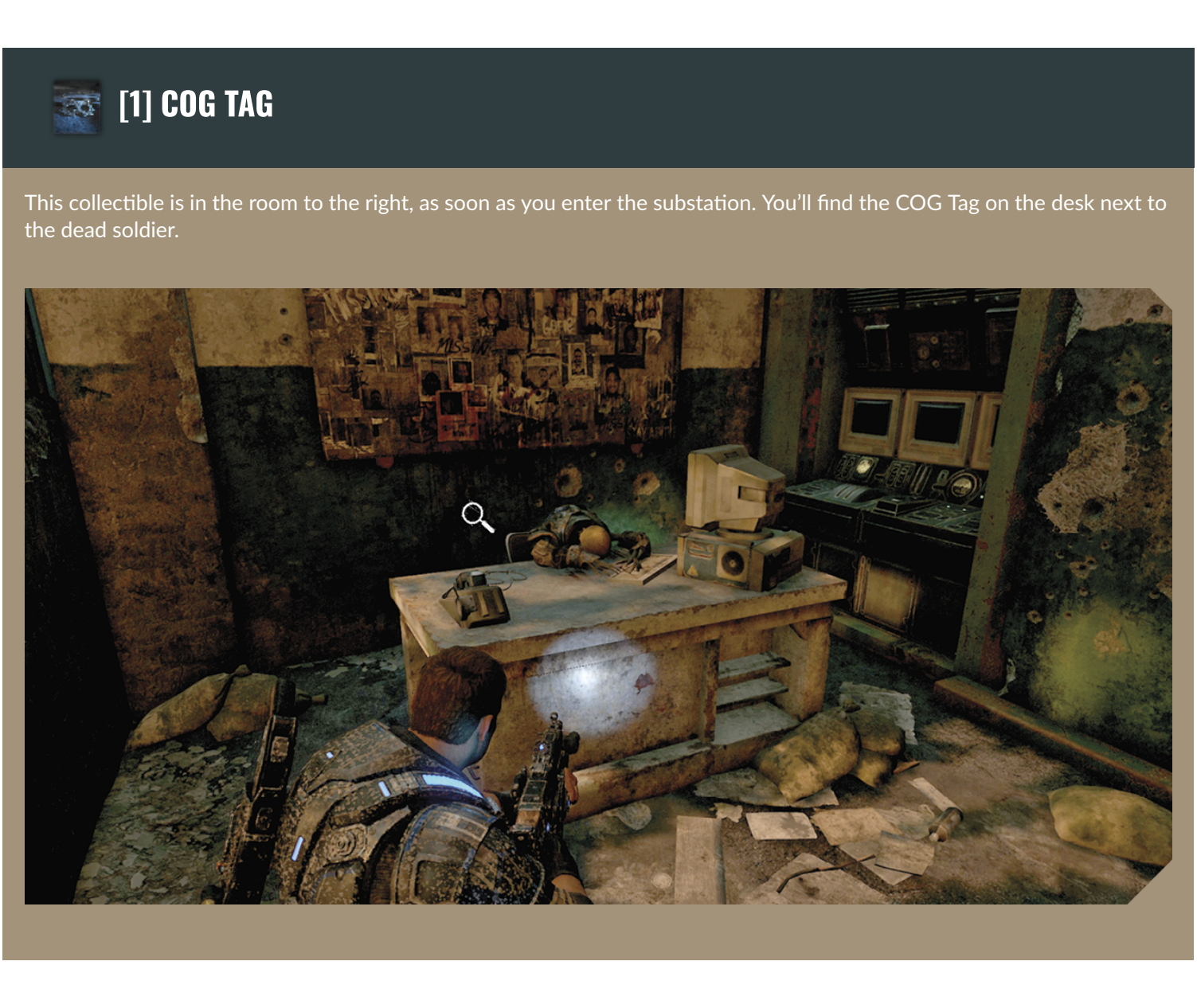


One final Lightning Flurry to get past, then you're free and clear of Windflares for the remainder of the game.

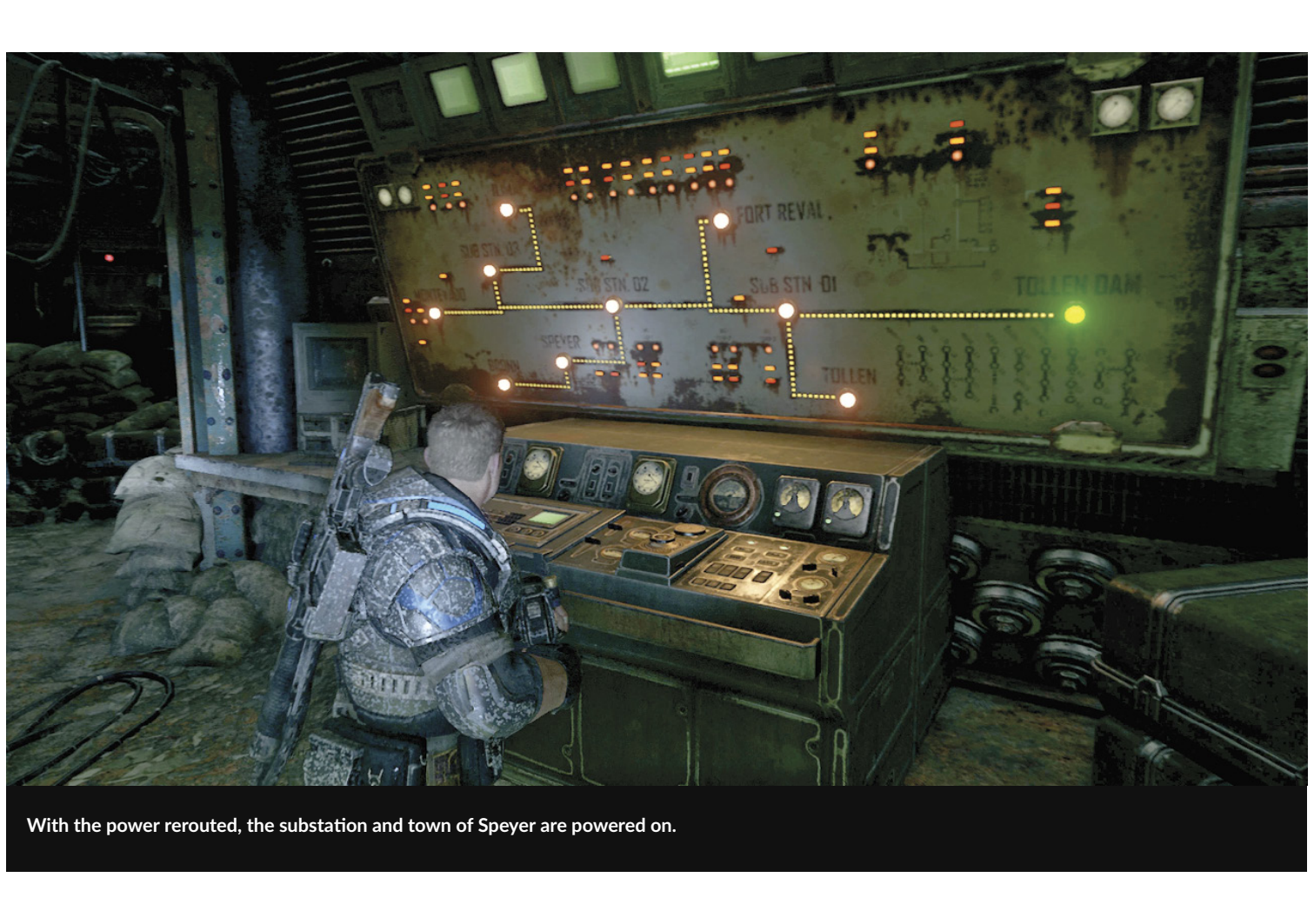
OBJECTIVE: FIND A WAY THROUGH THE SUBSTATION

[1] COG TAG

This collectible is in the room to the right, as soon as you enter the substation. You'll find the COG Tag on the desk next to the dead soldier.

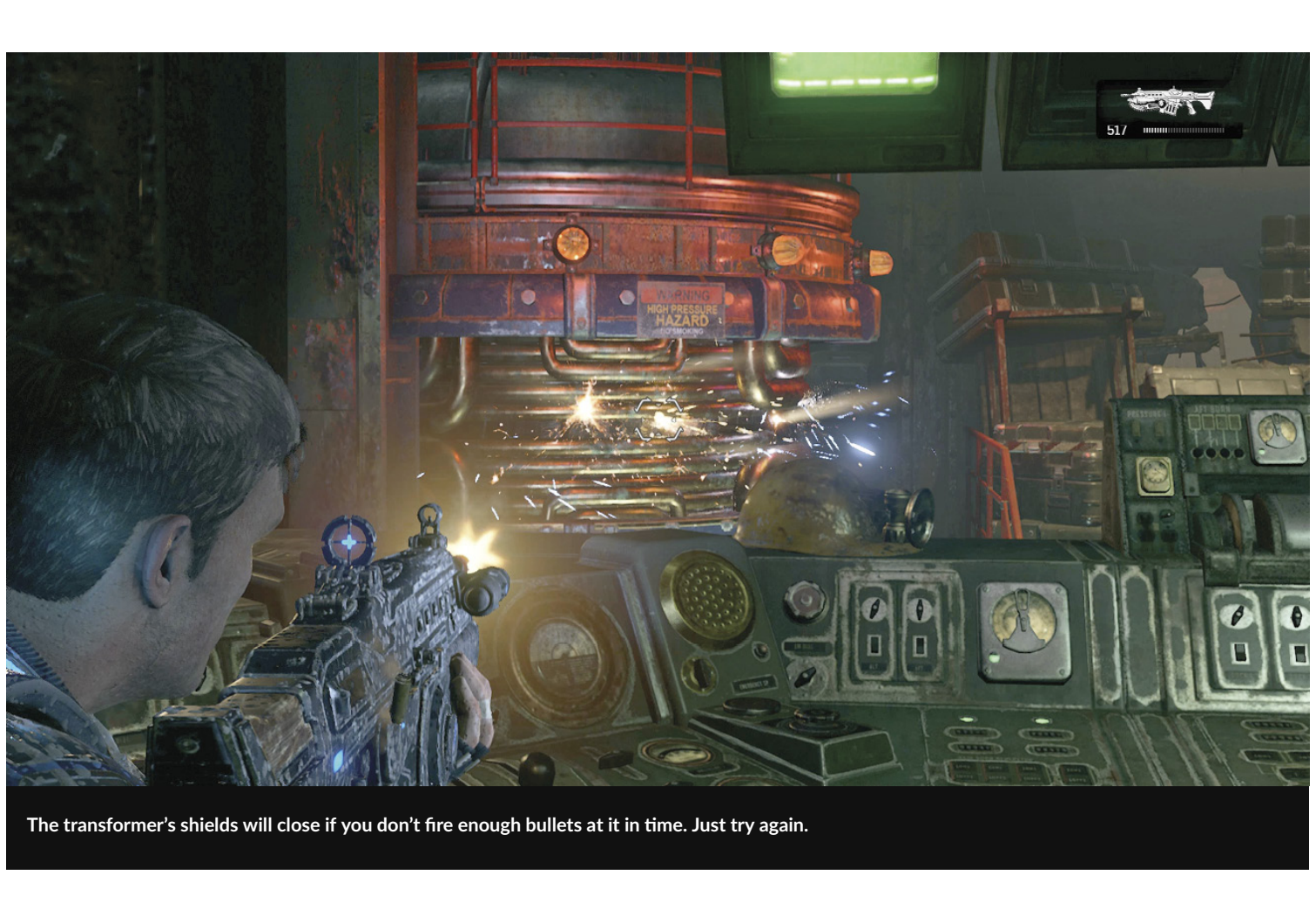


Grab the collectible, kick open the doors, and head down the stairs. Take your time looking around and enjoy the temporary reprieve from the Swarm. When ready, throw the switch on the control panel near the map to reroute the power feed.



With the power rerouted, the substation and town of Speyer are powered on.

Proceed along the lone path to the blockage between the two transformers. The only way out is through the blockade and Marcus has an idea. Pull the lever in the control room to lower the shield on the left-hand transformer. Open fire on the copper coil with your Lancer to overload the transformer and release a massive electric discharge, also known as an explosion.

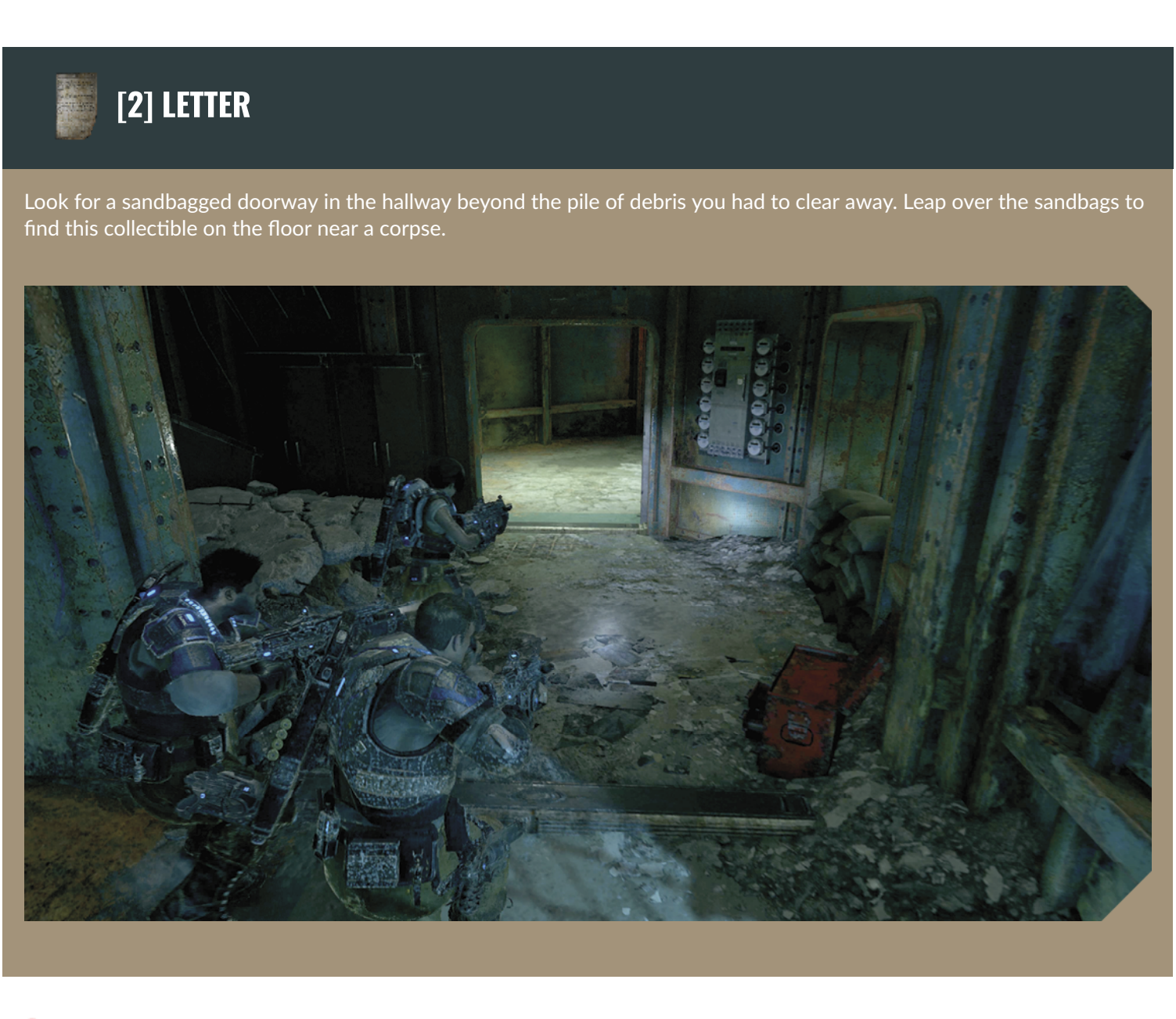


The transformer's shields will close if you don't fire enough bullets at it in time. Just try again.

Proceed through the doorway once the blockage is removed and loop around the pit in the center of the next room. Continue to the hallway ahead.

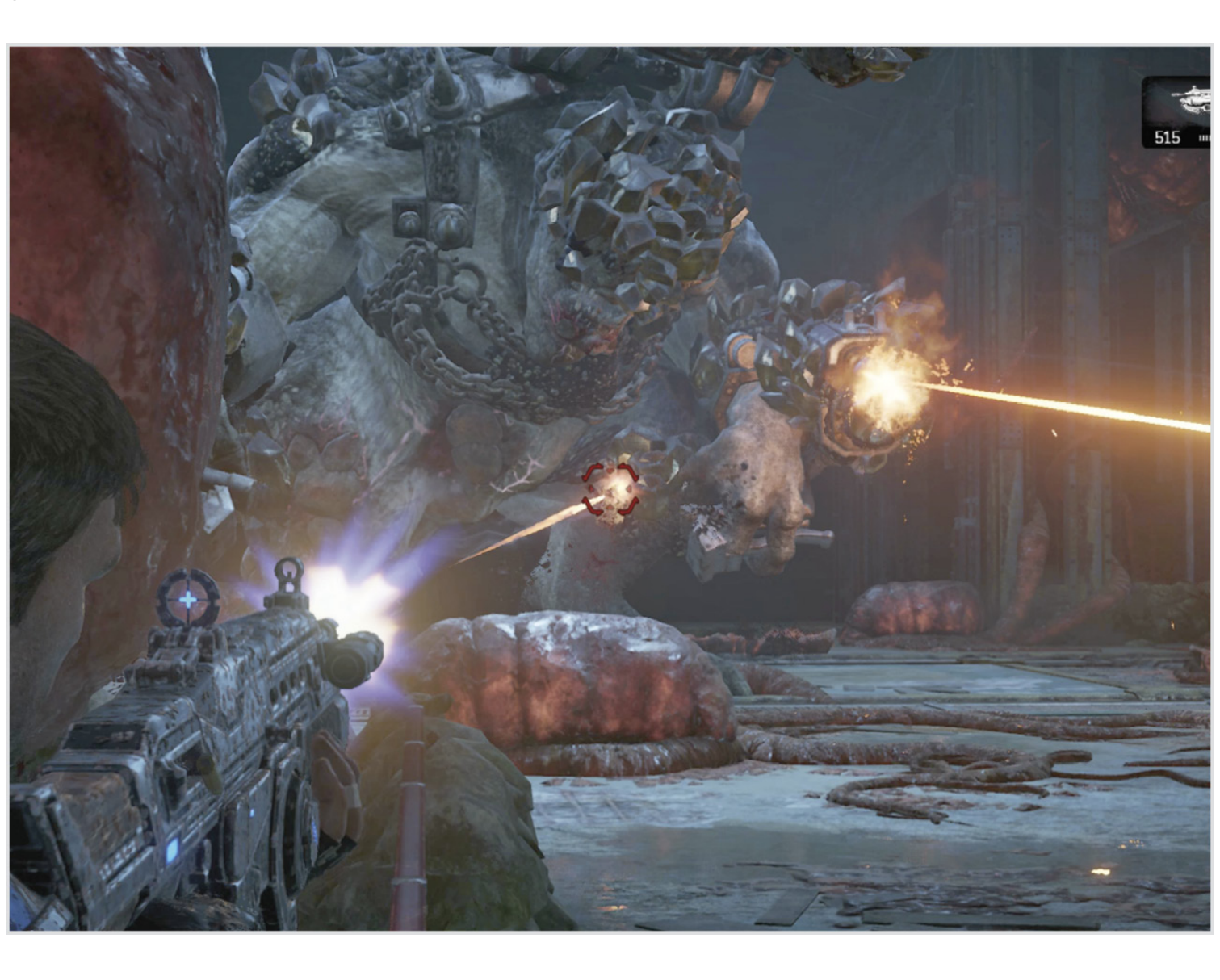
[2] LETTER

Look for a sandbagged doorway in the hallway beyond the pile of debris you had to clear away. Leap over the sandbags to find this collectible on the floor near a corpse.



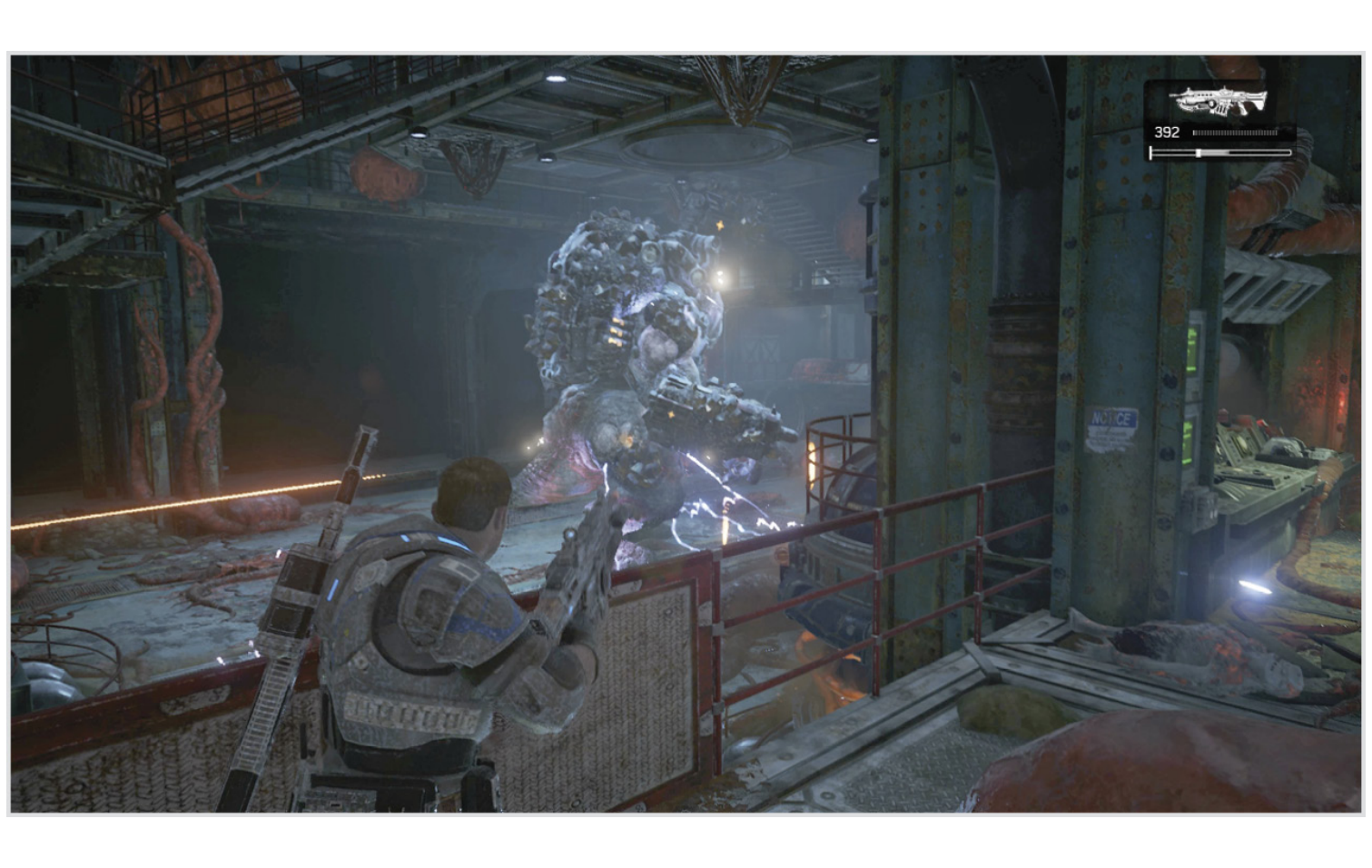
OBJECTIVE: DEFEAT THE SWARMAK

SWARMAK



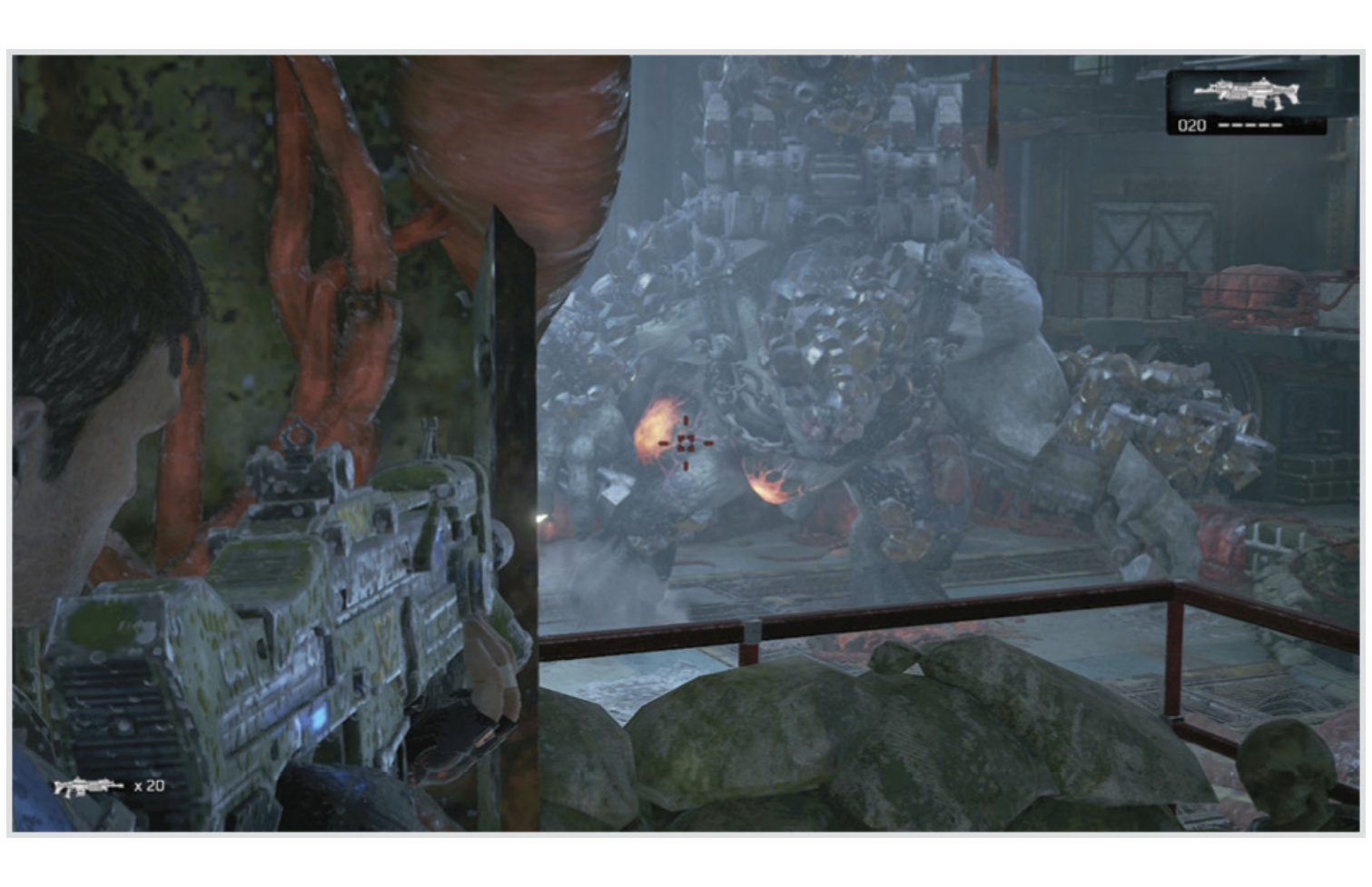
The massive beast you see before you is a Swarmak, a crystal-encased version of a Brumak fought by Delta Squad decades ago. This Swarm version is far harder to damage, as it has been upgraded with thicker, more resilient skin. Adding to its ferociousness, it's being ridden by the very Swarm that captured Reyna, Speaker.

Duck into cover and expend a few rounds from your Lancer attempting Marcus's tactic of shooting the scabs on the Swarmak's body. The scabs are covering sores that can be targeted to inflict heavy damage, but you've got to get those scabs off first. Unfortunately, the Lancer just isn't powerful enough to do it. But that's okay, as you're in a substation. There are four transformers in the room that can be used to damage the Swarmak.

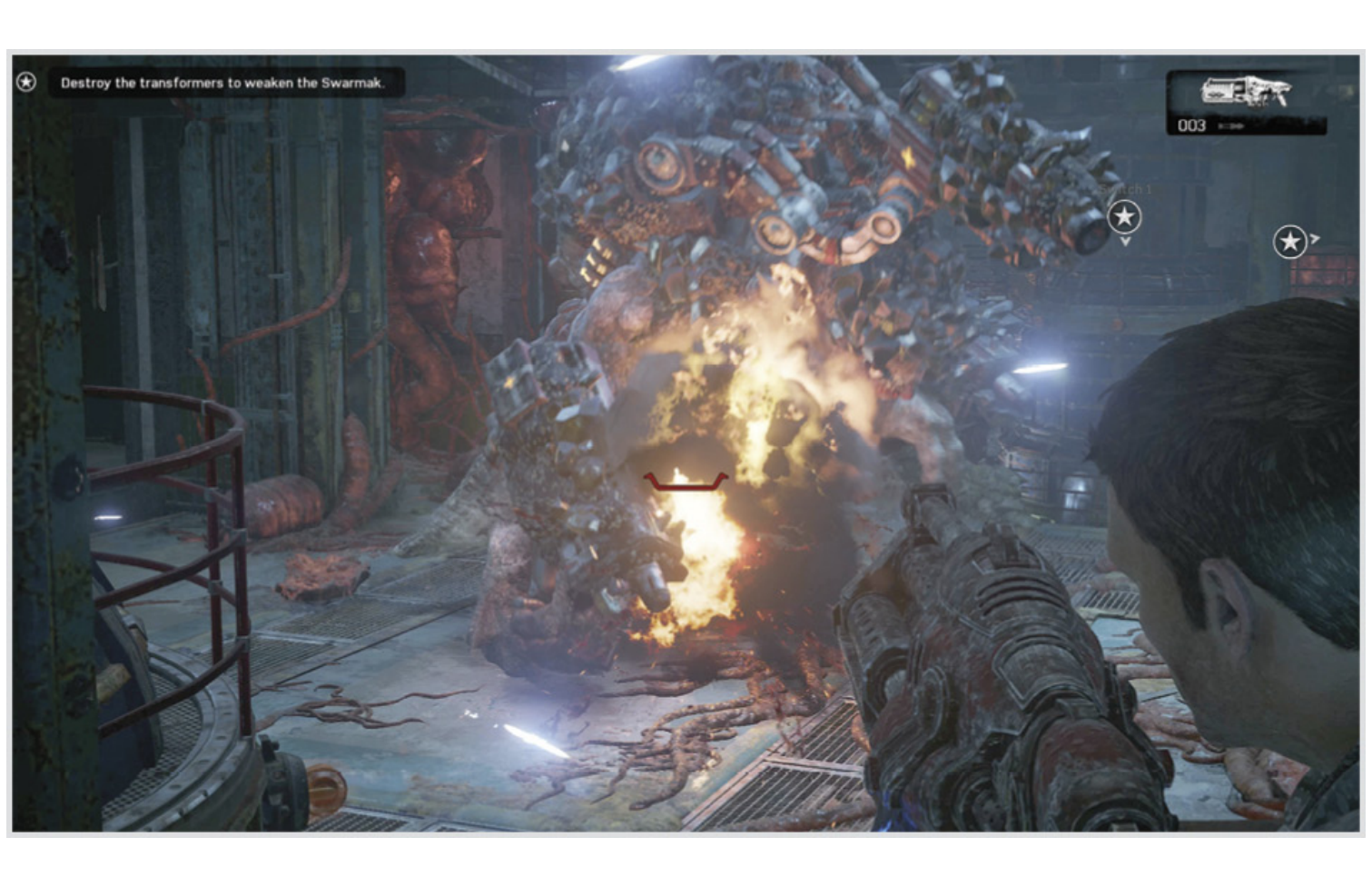


The beast, for all its size, does most of its damage by firing two massive wrist-mounted chainguns. While you can't exactly ignore these—you do need to utilize cover—it's possible to defeat the Swarmak while almost ignoring its attacks as you do. Things will get tougher for you later on, but for now just follow along with these steps.

Duck into cover on the left near the Frag Grenades, then head up the stairs right ahead. Locate the transformer control on the balcony overhead and pull the lever. Use the Lancer to overload the exposed transformer core just as before. Doing so will blow the scabs off the Swarmak, exposing its blistered skin. Grab the Markza Mk1 near the transformer control and use this precision rifle to target the blisters.

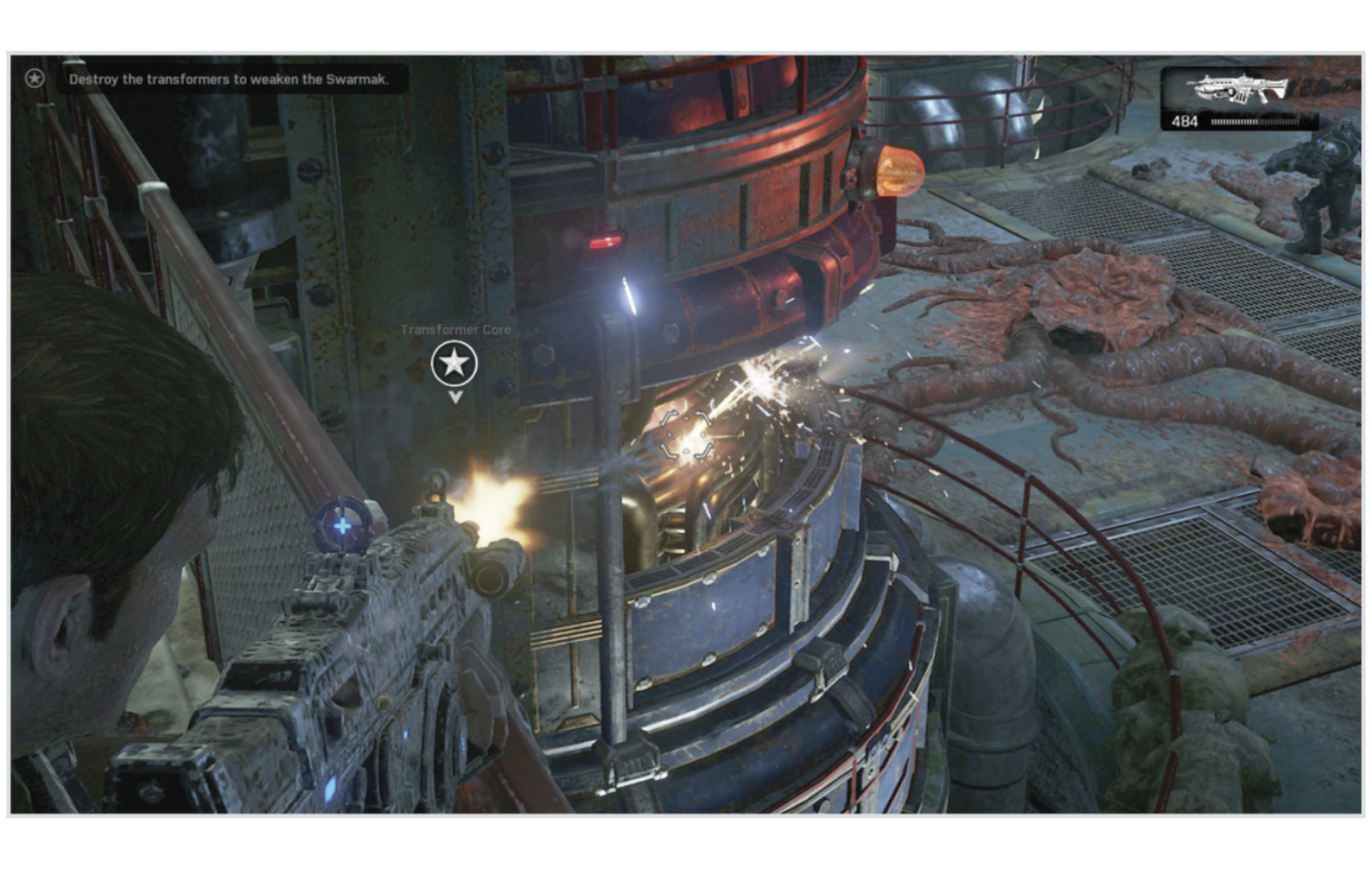


There are three other transformers in this area, one in each corner. You must repeat this task a few more times to defeat the Swarmak. Descend the stairs the way you came and continue around the perimeter of the room in a clockwise direction. Note the Boomshot behind the terminal near the staircase and swap out the Markza Mk1 for it. Climb the stairs, overload the second transformer, and use the Boomshot to pop the exposed blisters.

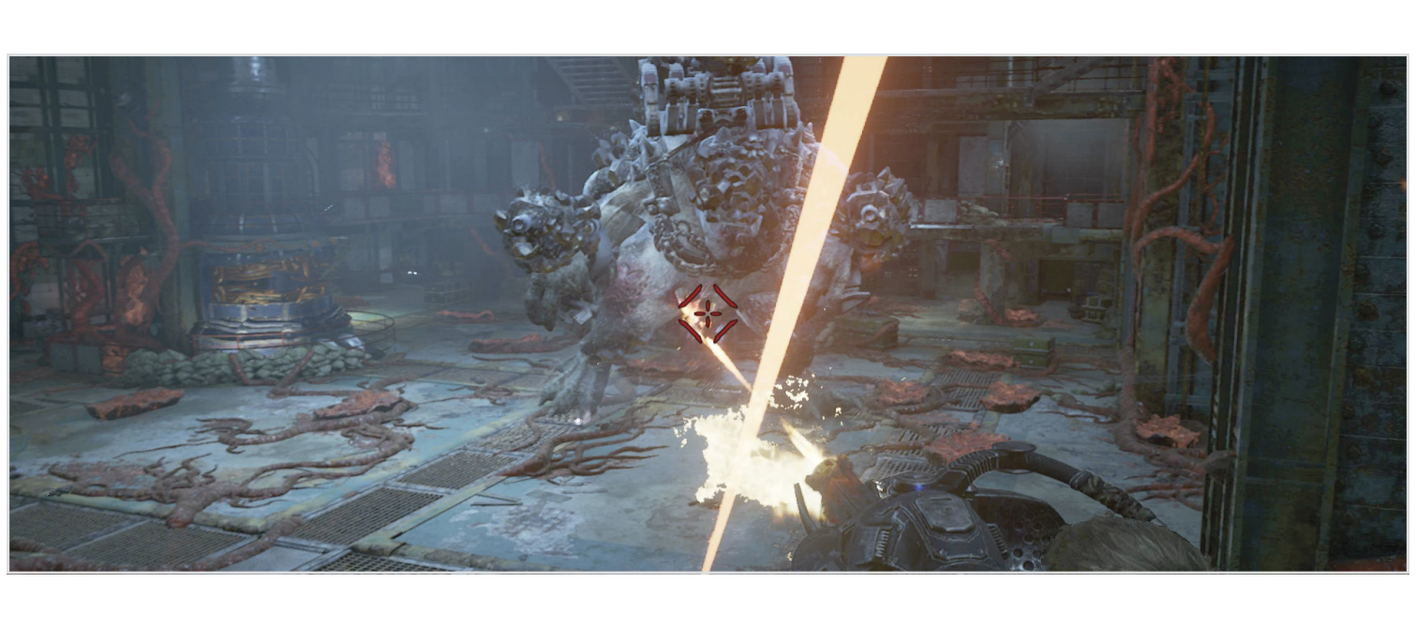


The Swarmak will stomp its feet in agony, releasing a number of pods into the room. If playing solo, Marcus will stick close by and work to keep the Juvies from attacking. Those playing Co-Op should stick together at all times so as to overload the cores even faster and to help protect one another from Juvies. Grab the Lancer and stand atop the stairs—mow down the Juvies as they funnel up the stairs toward you.

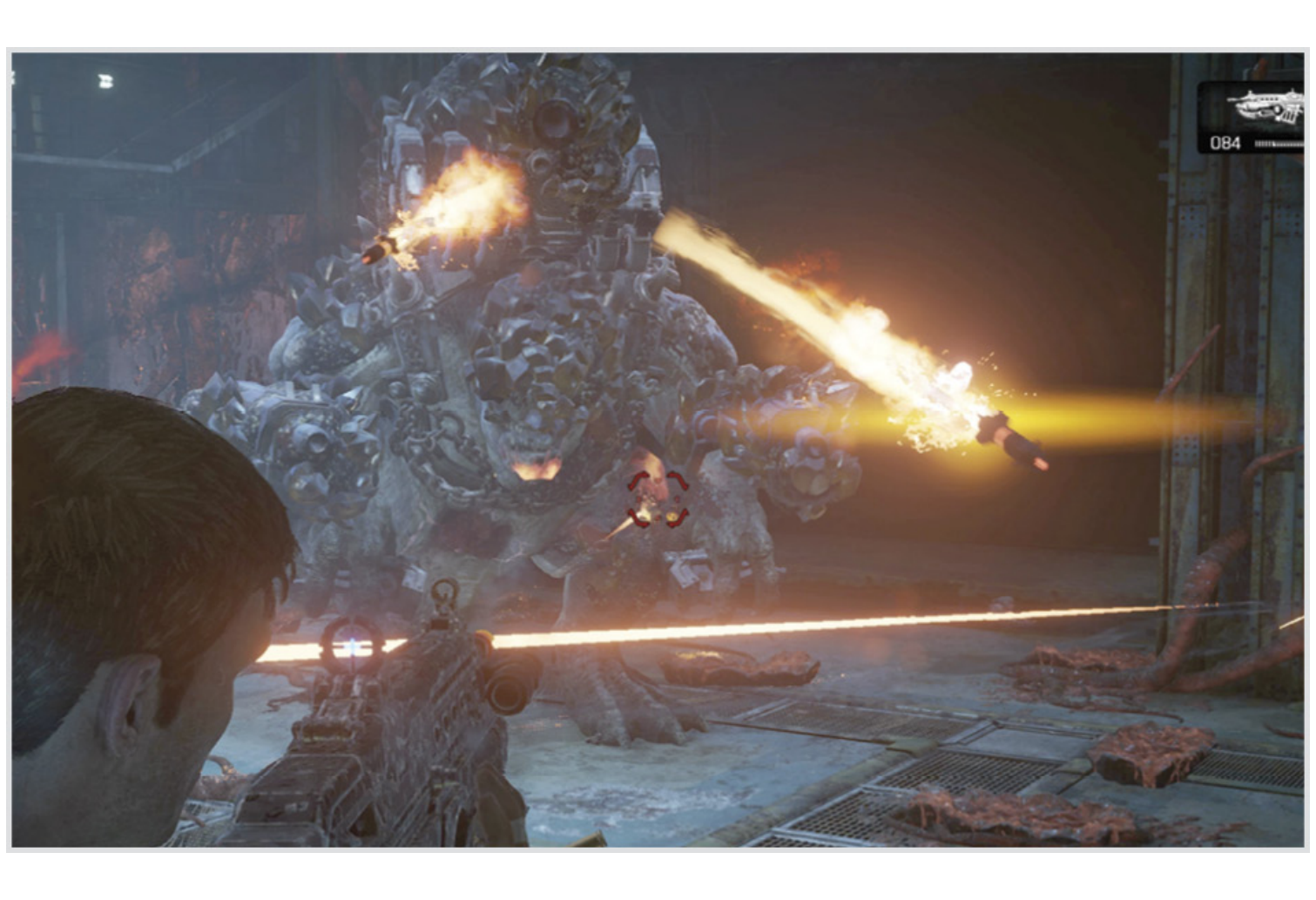
Loop around behind the Swarmak when ready to reach the third transformer. With any luck, Del and/or Kait will be luring it forward and attracting most of its attention.



There's plenty of ammo and even a Mulcher near the third transformer (the one in the far right-hand corner, as viewed from the entrance to this room). Scions will enter from the rear of the room once the third transformer has been destroyed. And it's about this time that the Speaker will begin firing the rocket launcher mounted on the Swarmak's head. Stick to the parts of the upper walkway with solid cover and use the Mulcher and Boomshot (or Torque Bow) to take out the Scions before they get to upgrade the lesser Drones that will soon be attacking.

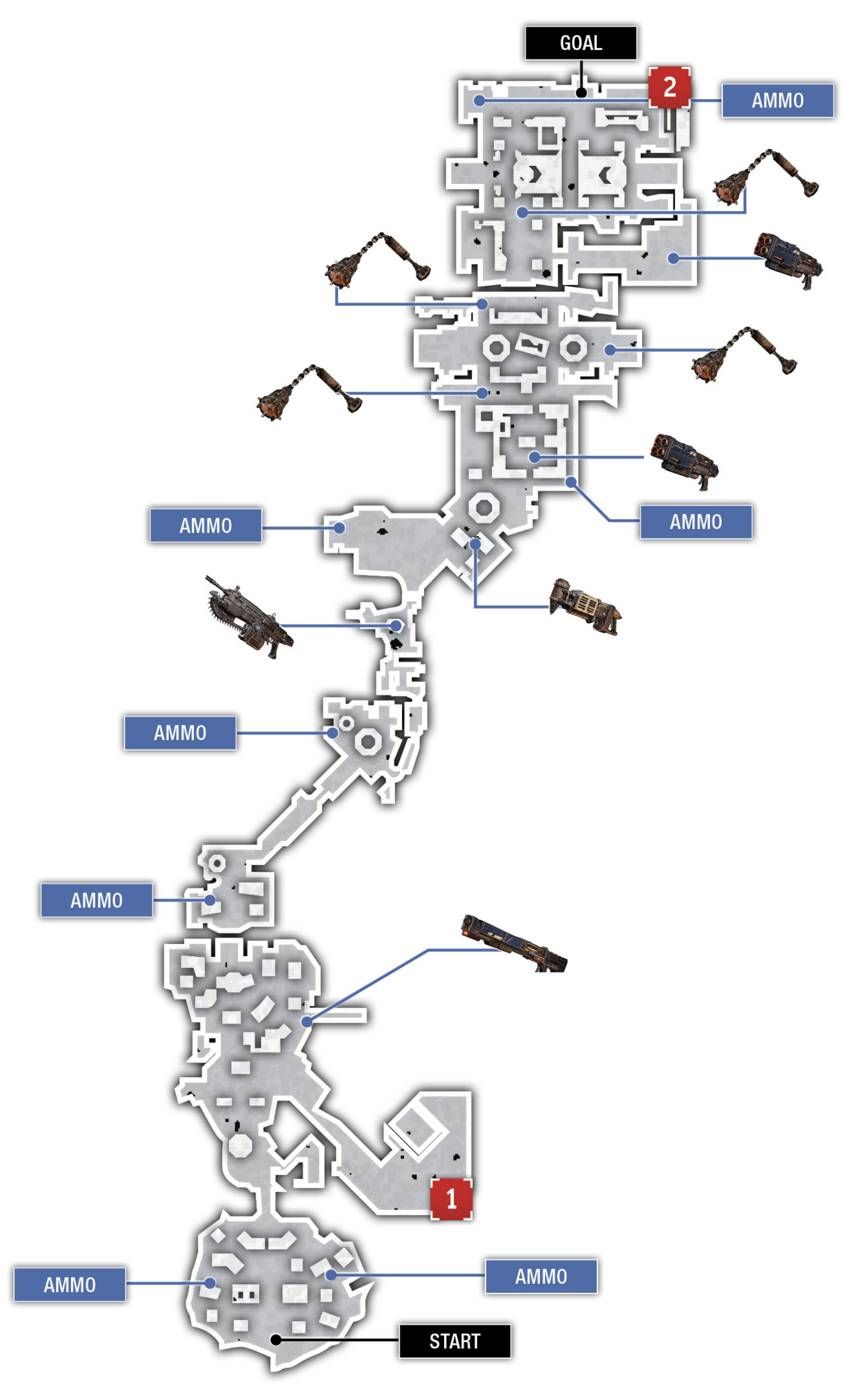


Continue your journey around the perimeter of the room to the fourth and final transformer. Once you blow that one, you need only pop the remaining blisters on the Swarmak to defeat it. Put the available Mulchers and Torque Bows to use against the Swarmak while the others fend off the Juvies and Drones that attack.



Act 5

Chapter 1: Convergence



COLLECTIBLES

① COG Tag
② Work Stoppage Order

SITUATION OVERVIEW

With the Swarmak and Speaker both dead, JD and Marcus lead the squad to the town of Speyer where they can hopefully rendezvous with backup. First Minister Jinn's veiled acknowledgment that she knows the Outsiders weren't responsible for taking her people was a nice gesture, but the meeting was cut short by another Swarm attack. The squad is closer than ever to a very large hive; the Swarm aren't going to allow them to proceed easily.

SPEYER

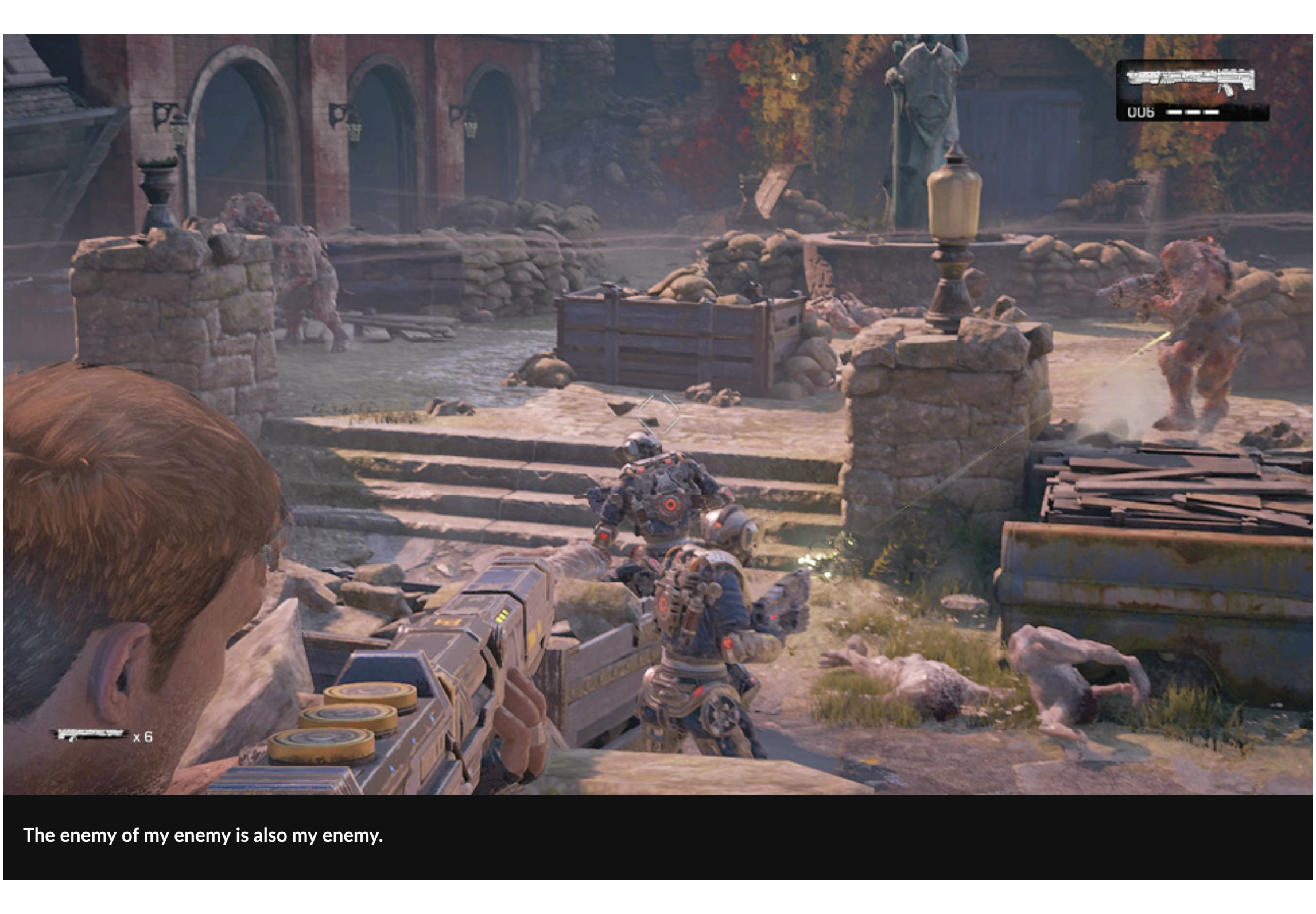
OBJECTIVE: GET TO THE TOWN

Use the boulders for cover and dispatch the two Pouncers that interrupt the meeting with Jinn. Gather up the ammo, cut through the chain on the gate, and slowly advance toward the plaza up ahead. Jinn's DeeBee army are currently fighting it out with the Swarm. Sadly, the DeeBees have yet to be programmed to treat you as an ally.

SAVE YOUR FRAGS!

Don't waste any Frag Grenades in this first skirmish. You're going to need them to close some nests before long.

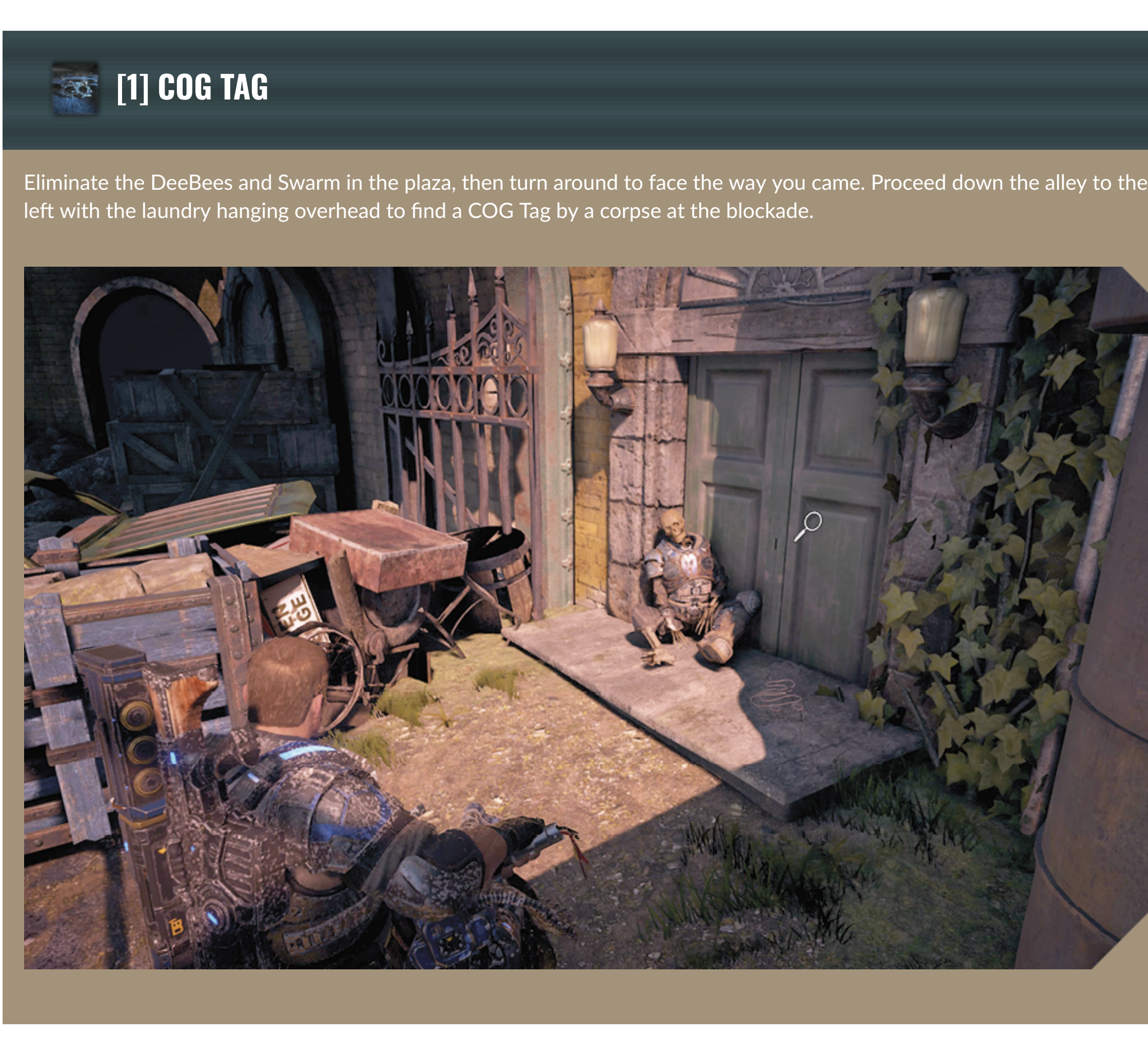
Grab the EMBAR Sniper Rifle at the top of the stairs on the right and begin sniping whichever enemies—Drone or DeeBee—seem to be in the stronger position in the battle below. We recommend focusing your efforts on any Scions you happen to see, as the Guardian will target them as well. The first Scion to appear has a Mulcher with it. Kill it, then destroy the Guardian. A final Scion armed with a Dropshot attacks last. Don't worry about using cover against it, and don't get too close, as the Dropshot can be hard to dodge if you don't have enough time to react.


The enemy of my enemy is also my enemy.

Pay attention to where the Guardian falls and rip the Tri-Shot from its wreckage. It can come in handy against the Scion with the Dropshot that attacks last. Gather up the ammo from the dropped EMBAR Sniper Rifles (or Dropshot). Push through the blue town gate once you've found the collectible and are ready to move on.

[1] COG TAG

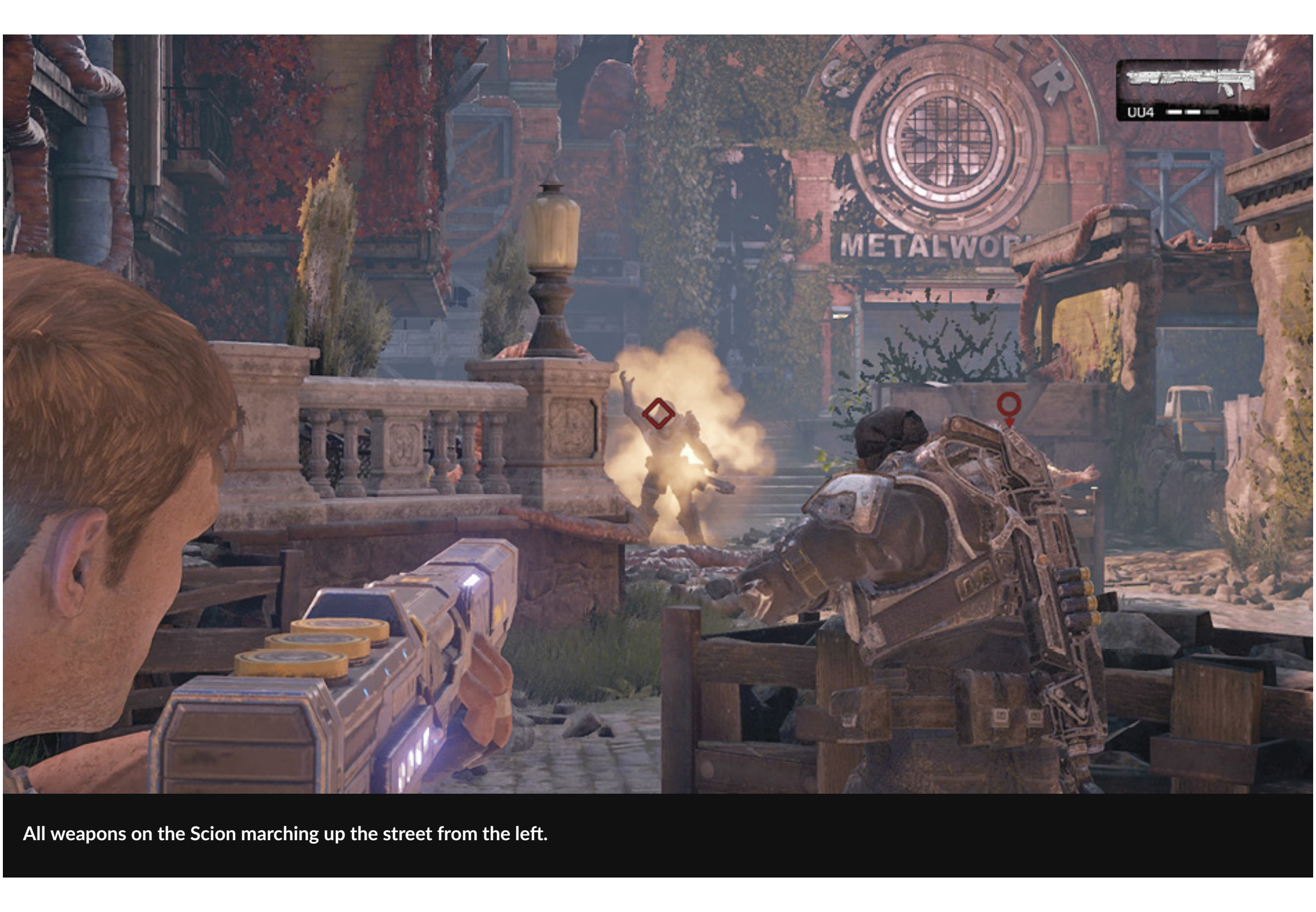
Eliminate the DeeBees and Swarm in the plaza, then turn around to face the way you came. Proceed down the alley to the left with the laundry hanging overhead to find a COG Tag by a corpse at the blockade.



OBJECTIVE: GET TO THE FACTORY

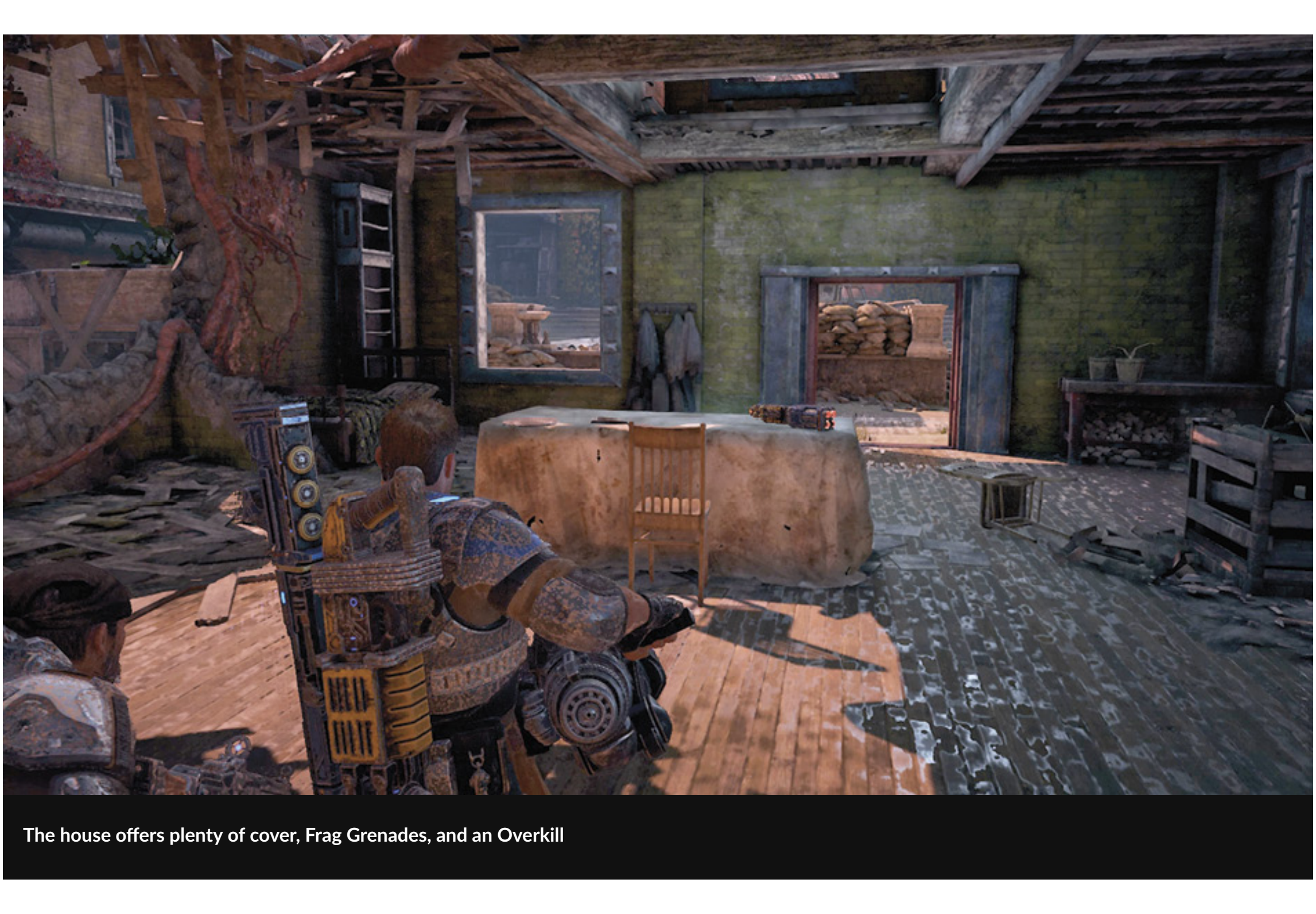
Follow the path that angles off to the right and descend the steps to the fountain in the next small plaza. Pick up any loose ammo you need while listening to Del try to explain how the Pouncer's quills may have hacked Jinn's bot. Ascend the stairs of the house on the right, cut through the door snot, and drop through the hole in the walkway.

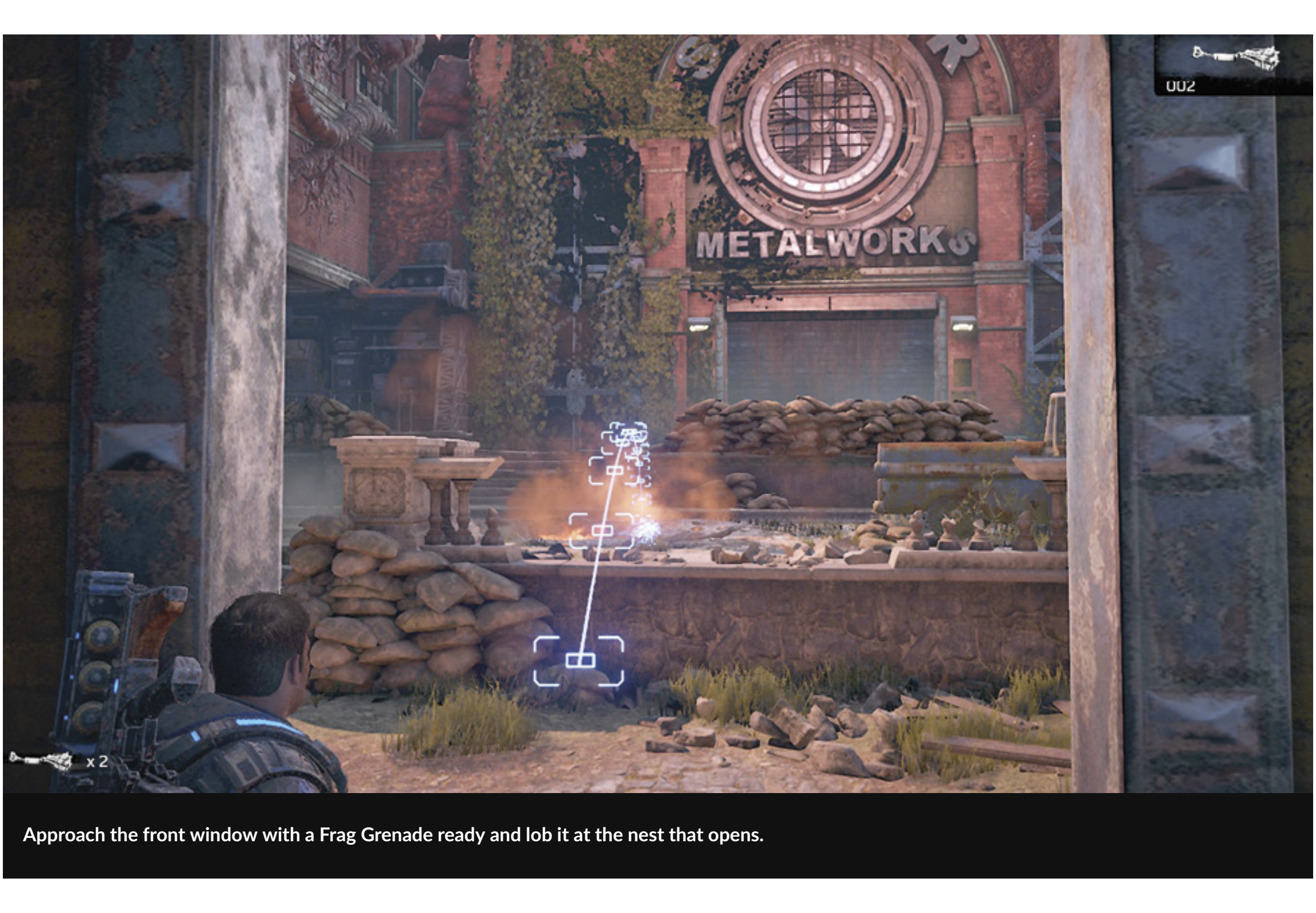
Marcus spots a factory in the distance—your way to the radio tower—but you've got a very big fight on your hands before you can reach the factory. Descend the steps slowly to the street and inch forward to trigger the hatching of a nearby Swarm nest. Lob your Frag Grenade, then fall back, grab the Lancer, and fire.

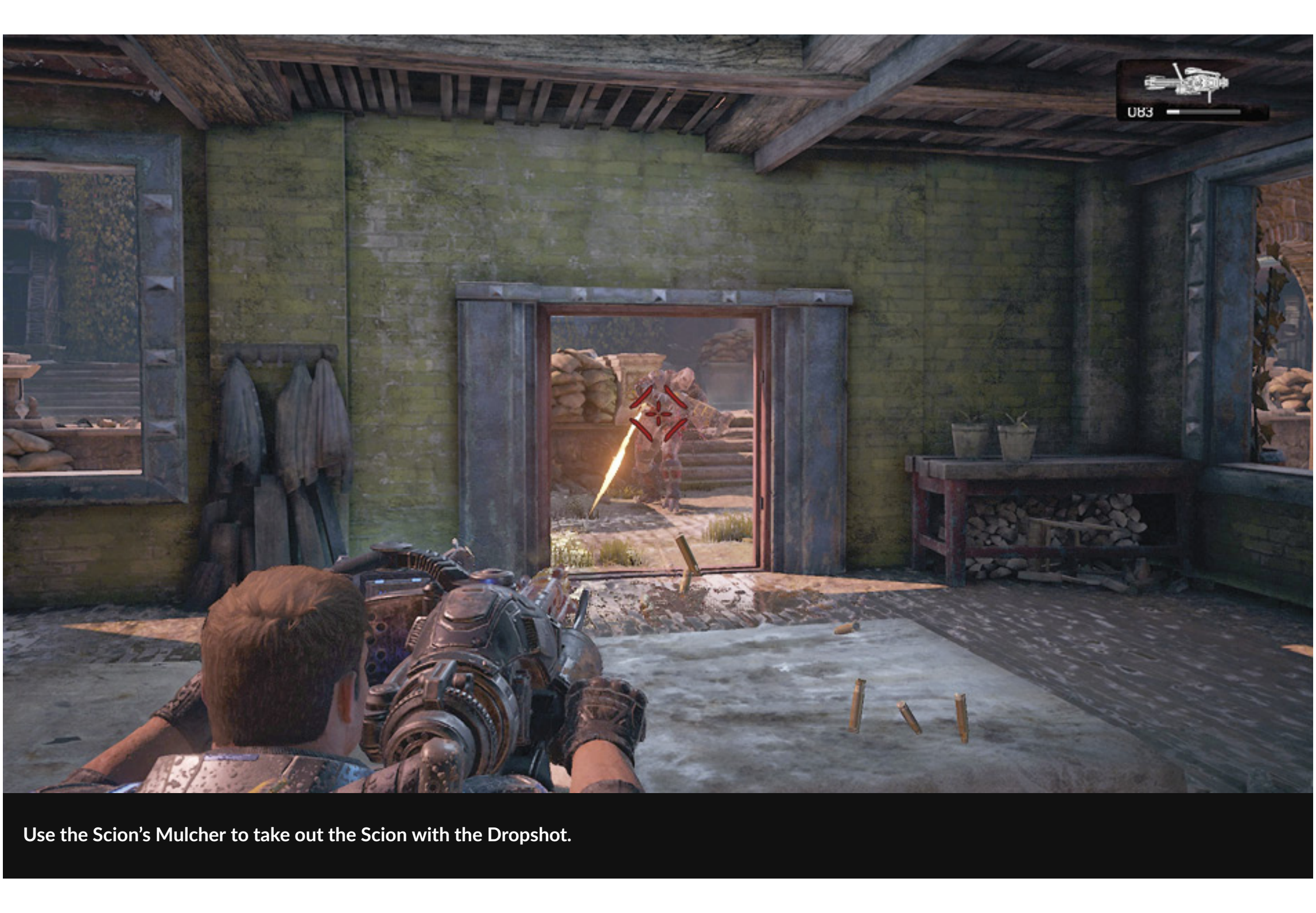

All weapons on the Scion marching up the street from the left.

Retreat down the alley to the left (near the ammo crate) if you need to heal. Don't advance beyond the wooden rock-filled crates until you've killed the Scion with the Mulcher and any other Drones in close proximity.

Grab the fallen Mulcher and swap your spent EMBAR for the Dropshot inside the nest. Enter the house on the right and claim the Frag Grenades on the bed. This house offers plenty of cover, but it's also quite small and can be a deathtrap if the next wave of enemies manages to corner you inside it. Remember to leap through the windows to safety if needed, or flee to the alley that wraps around the house on the right.


The house offers plenty of cover, Frag Grenades, and an Overkill


Approach the front window with a Frag Grenade ready and lob it at the nest that opens.


Use the Scion's Mulcher to take out the Scion with the Dropshot.

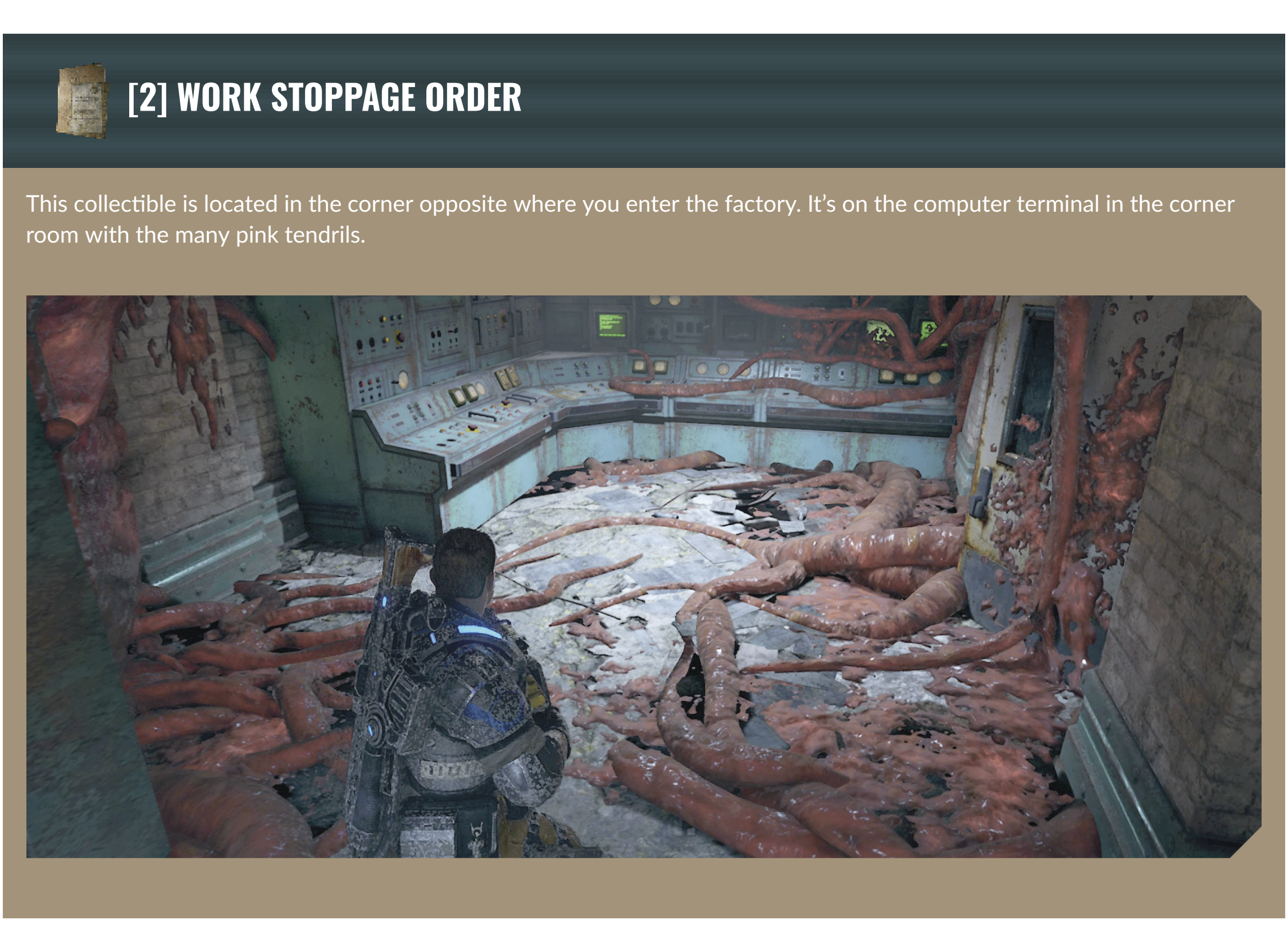
A Scion exits the door to the left of the factory's sign, so be ready for it with the Mulcher. Fall back as the Imago Drones begin pushing into the house, and use the Dropshot to fire shots into (or through) the house to take out the Drones. Beware the Scion with the Mulcher marching down the street to the left of the house. Put the Overkill to work against him if you're out of Mulcher or Dropshot ammo, then prepare for the final Scion armed with a Dropshot. Take the Mulcher from the second-to-last Scion and use it to finish off the Swarm.

OBJECTIVE: EXIT THE FACTORY

Pick up the Frag Grenades from the two nests near the factory doors and head inside. Enjoy the quiet of the old Centaur factory and follow the walkway to the right to grab an Overkill, then move to the far right-hand corner to secure the collectible.

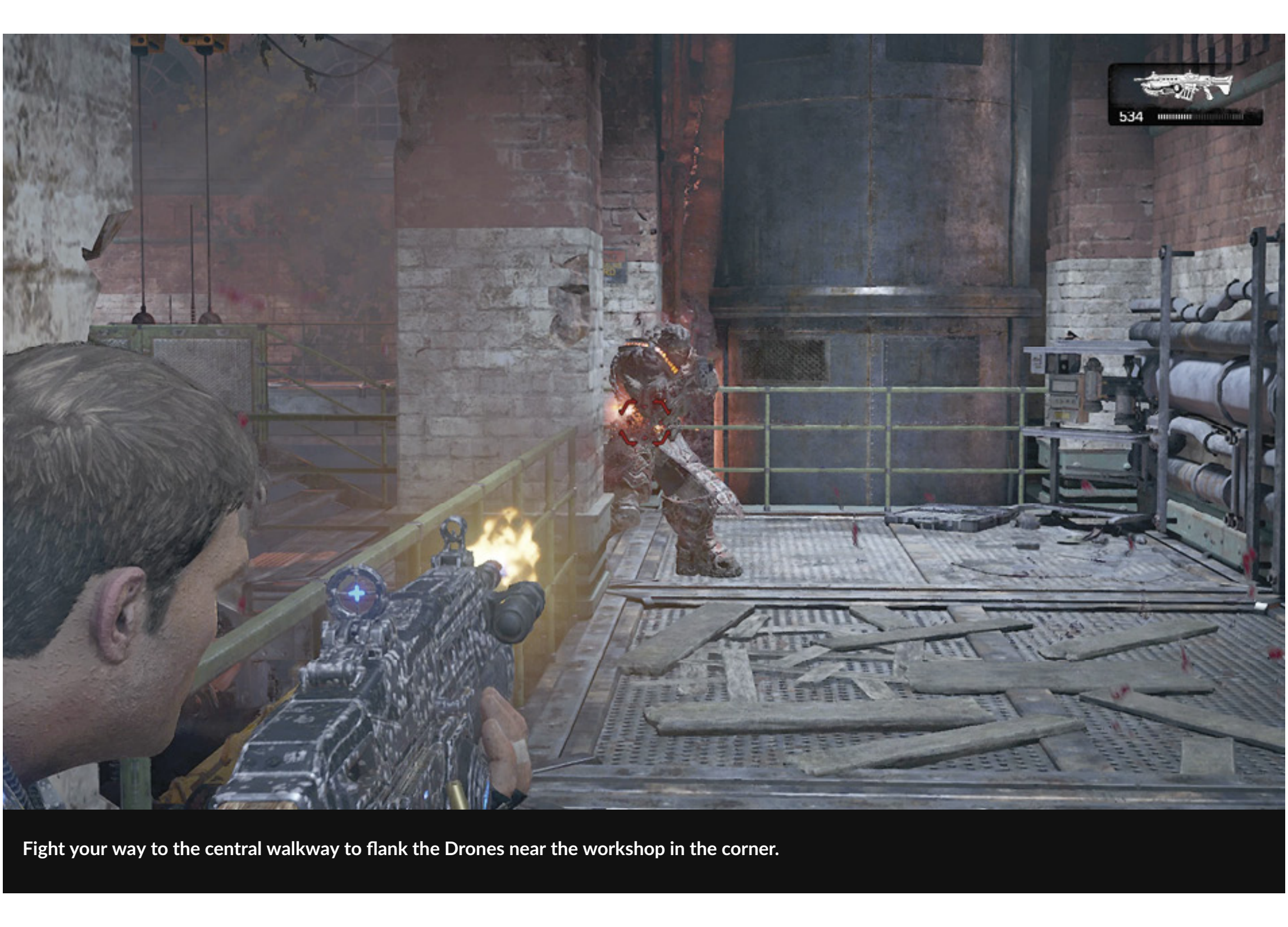
[2] WORK STOPPAGE ORDER

This collectible is located in the corner opposite where you enter the factory. It's on the computer terminal in the corner room with the many pink tendrils.

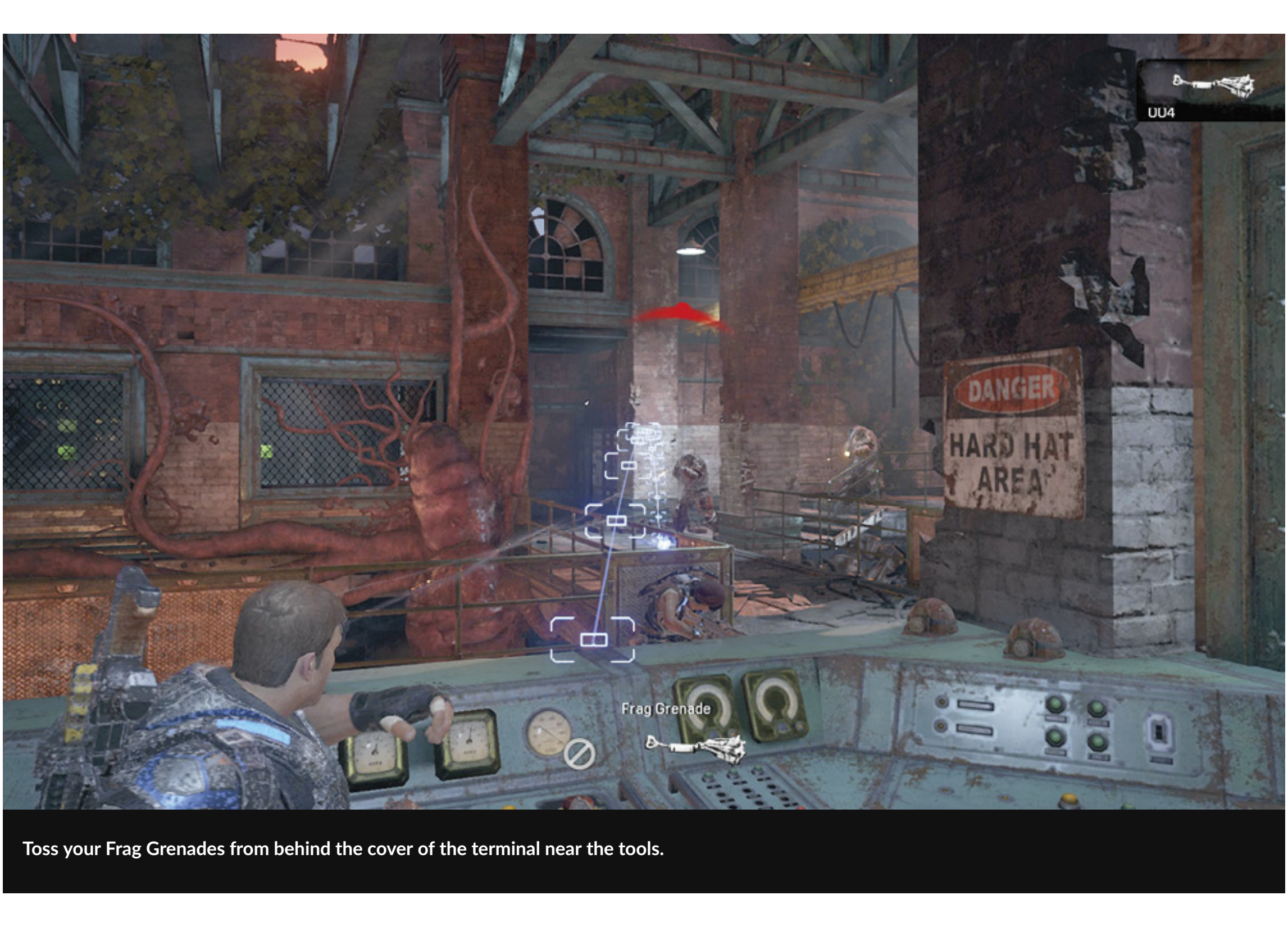


Ascend the stairs and kick open the door in search of a way out of the factory. This will take you to the walkways high above the manufacturing floor. Unfortunately, the area is already crawling with Swarm.

Use the brick columns for cover and stay close to where you enter this area. Take out the Rifle Drones on this side of the factory first, then advance to the walkway in the middle of the room.

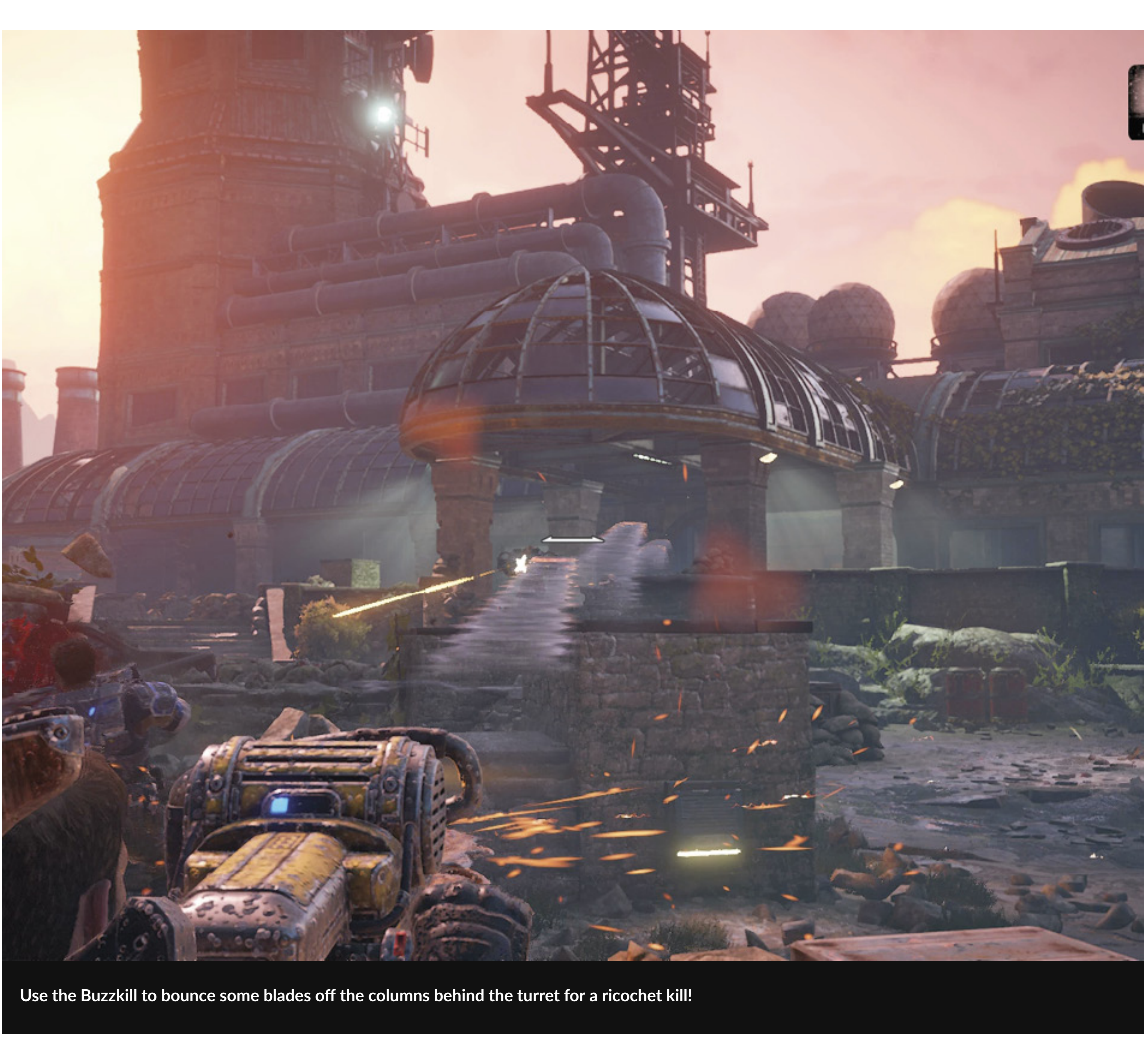

Fight your way to the central walkway to flank the Drones near the workshop in the corner.

A Scion enters from the far right corner alongside other Drones. Run across the bridge, vault through the window of the tool shop, and grab the Frag Grenades. Stay behind cover and bounce the Frag Grenades off the far wall to land at the feet of the Scion with the Buzzkill. Complete the clockwise loop around the perimeter of the room to finish off the last of the Drones, then exit down the hall, making sure to take the Buzzkill with you. Exit the factory and ascend the hill toward the radio tower.

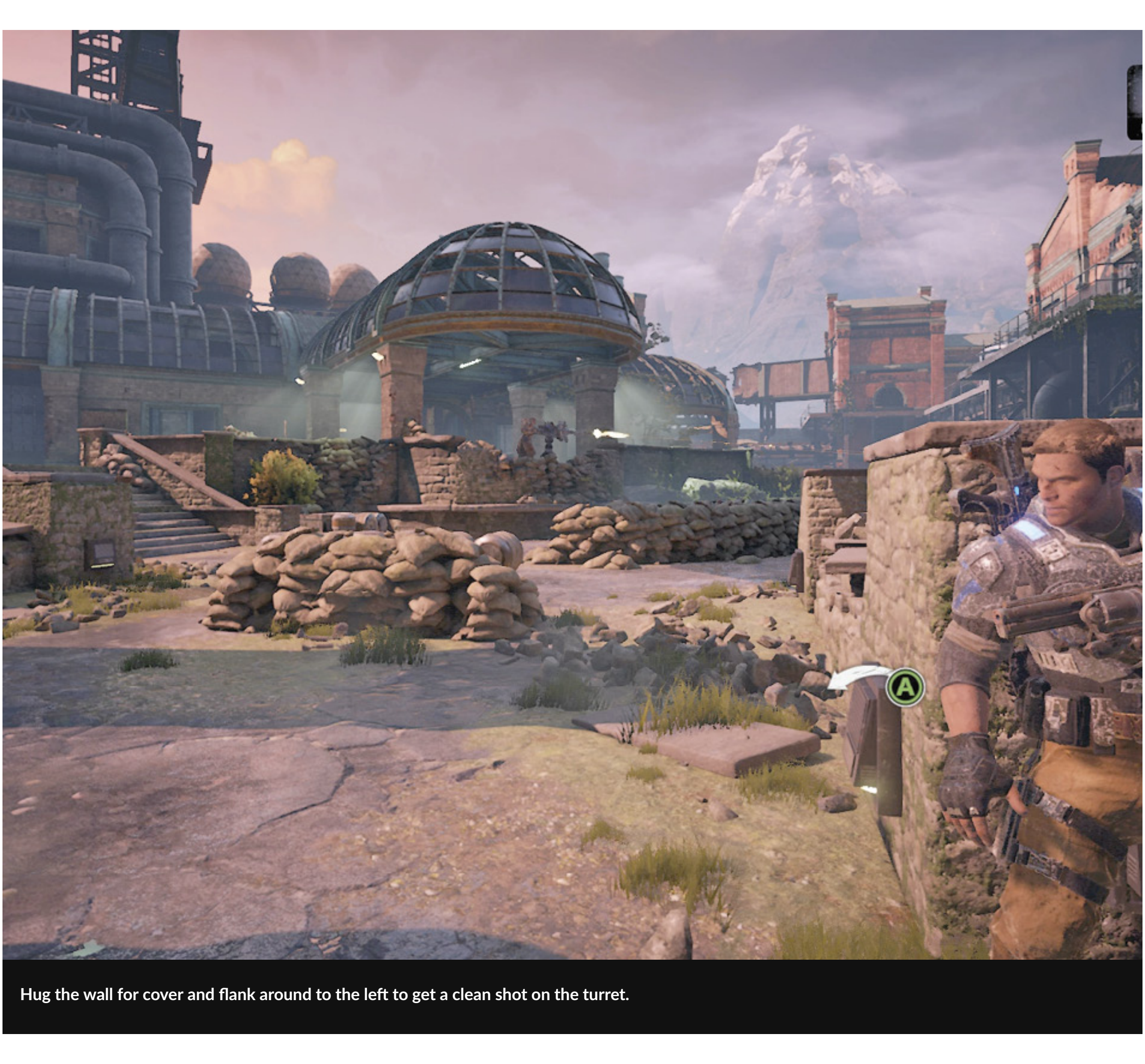

Toss your Frag Grenades from behind the cover of the terminal near the tools.

OBJECTIVE: GET TO THE RADIO TOWER

Head up the hill toward the radio tower and take cover with the Buzzkill behind the sandbags. Blind-toss a Frag Grenade at the nest to avoid the turret in the distance, then advance to the next set of sandbags. Open fire on the turret's position with the Buzzkill, while aiming both at the turret gunner and the columns and ceiling behind him. It's not guaranteed to work, but it can make things a lot easier if you get lucky.

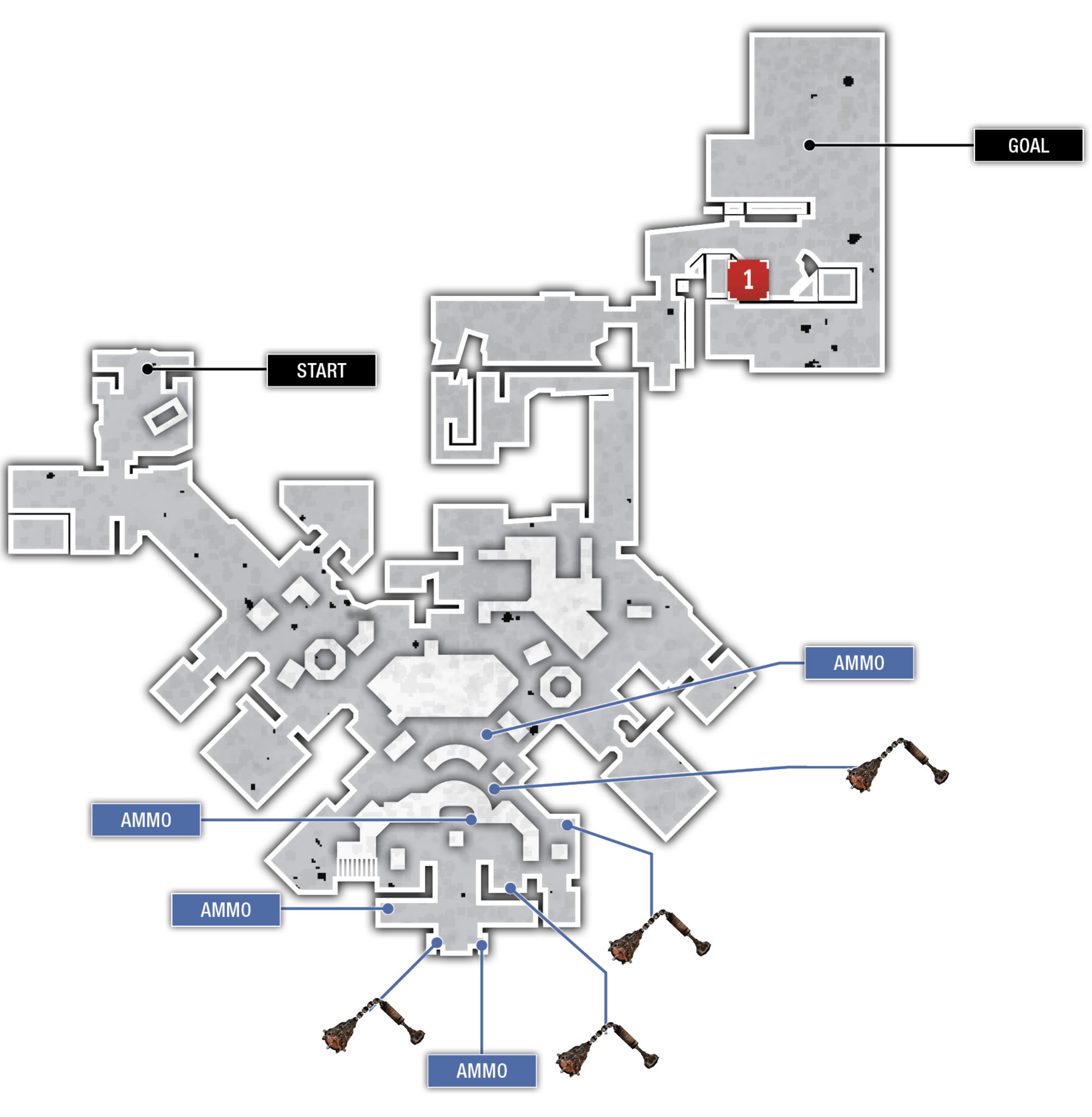

Use the Buzzkill to bounce some blades off the columns behind the turret for a ricochet kill!

Take a moment to fire some Boltok shots at any Drones in the immediate area, then advance to the wall up ahead and move alongside the cover to the left. The goal is to flank the turret and get a clean shot at him either with the Boltok or a Frag Grenade, but you'll need to move quickly while he's still focused on the rest of the squad. Push up the stairs toward the turret and gun down the final two Grenadier Drones that exit the facility.


Hug the wall for cover and flank around to the left to get a clean shot on the turret.

Act 5

Chapter 2: Killing Time



COLLECTIBLES

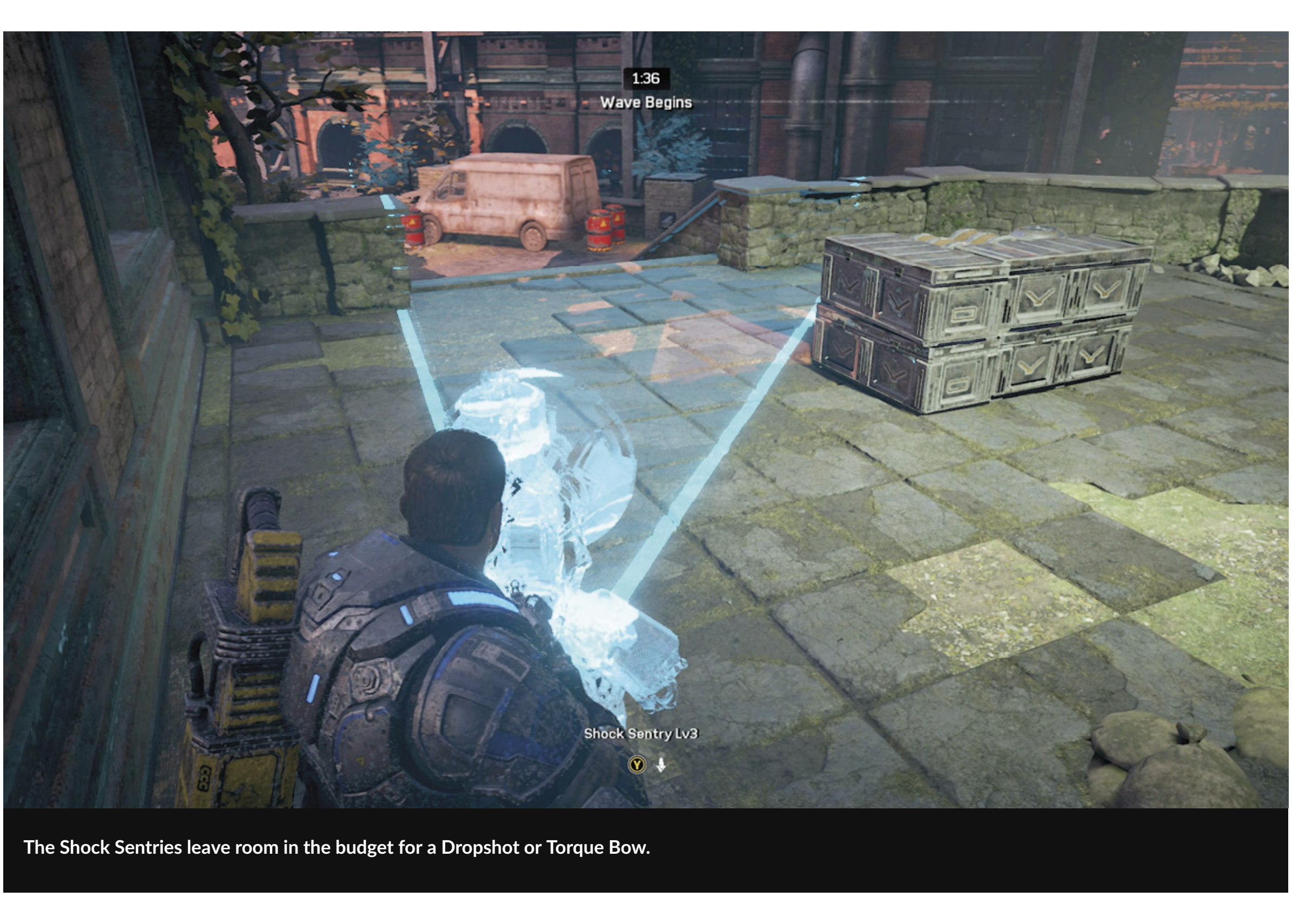
1 Speyer Scavenger List

SITUATION OVERVIEW

The squad reaches the radio tower in Speyer and help is on the way. Unfortunately, while Marcus was inside calling his mysterious friend, a massive contingent of Swarm surrounded the facility. Marcus may have expected as much and dragged a Fabricator out onto the porch.

SPEYER

OBJECTIVE: DEFEND THE RADIO TOWER



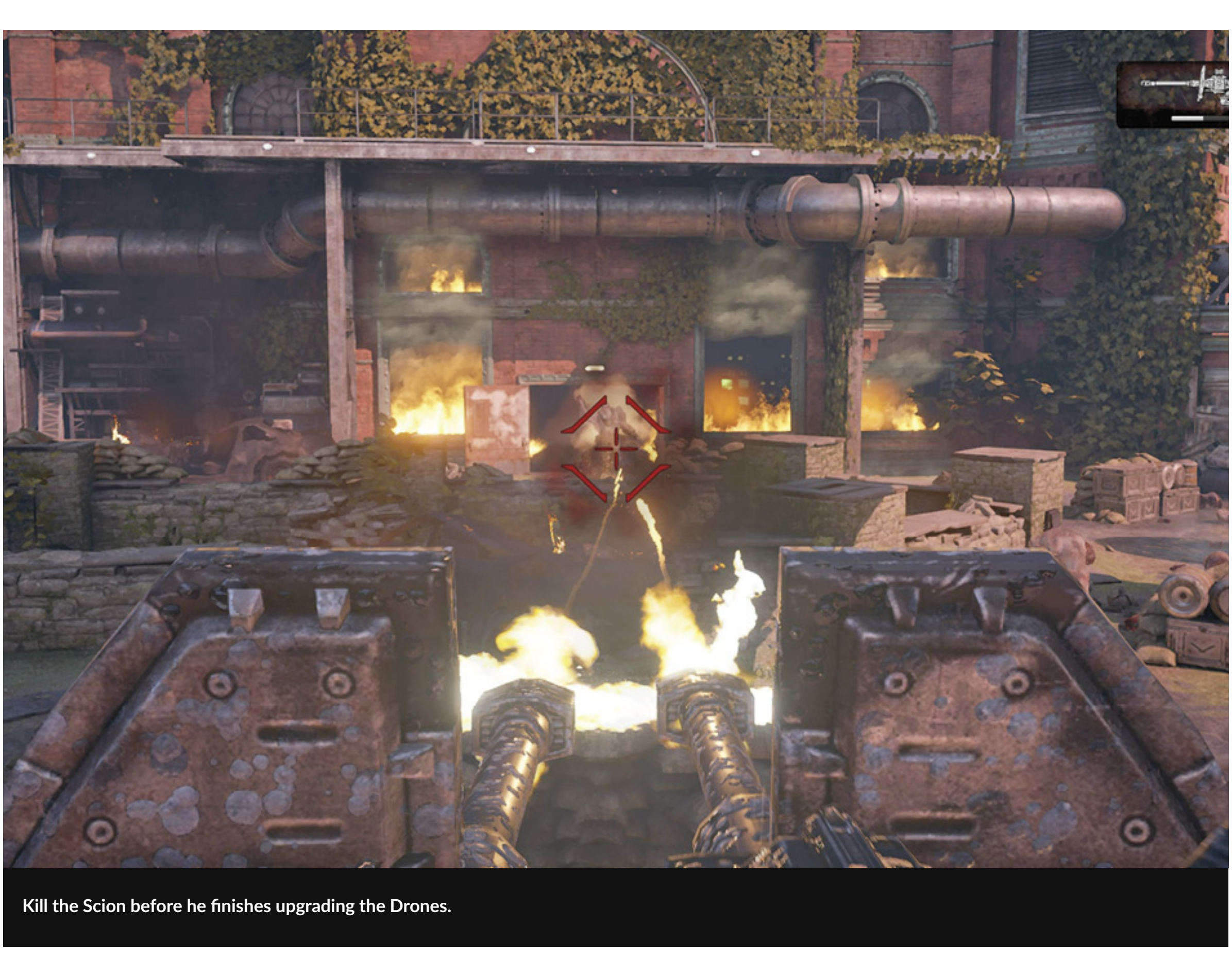
The Shock Sentries leave room in the budget for a Dropshot or Torque Bow.

The squad has two minutes to fortify the radio tower in preparation of the first wave of attack. The fortifications available at the Fabricator are more effective than those encountered previously, but they also cost more. Either purchase two Shock Sentries or two MG Sentries—the choice is yours—and place them in the corners overlooking the stairs leading up from the street. Place them far enough back so that enemies can't get to them easily. There are plenty of Frag Grenades scattered around the area for you to scavenge, so you shouldn't need to purchase any.

Fabricator Options: 20,000 Initial Power

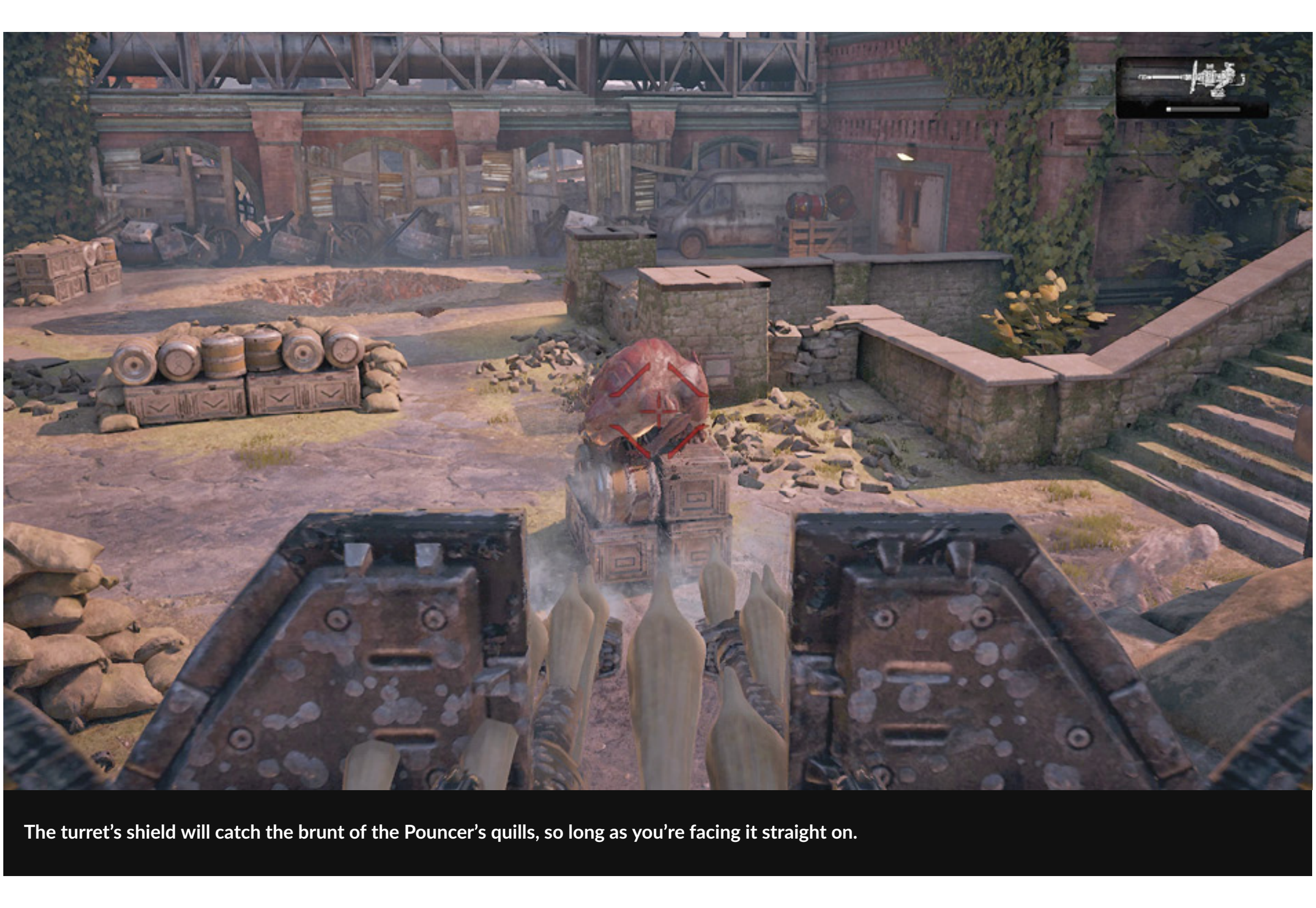
ITEM	CATEGORY	POWER COST
Barrier LV 3	Fortification	5500
Shock Sentry LV 3	Fortification	8000
MG Sentry LV 3	Fortification	10000
Frag Grenade	Weapon	4000
Lancer	Weapon	2000
Gnasher	Weapon	1750
Dropshot	Weapon	4000
Torque Bow	Weapon	3750

The wave begins with an explosion in the building across the street from the radio tower. Man the turret and open fire right away! Ignore any Juvies that appear and focus on the Drones and Scion that emerge from the doors of the burning building.



Kill the Scion before he finishes upgrading the Drones.

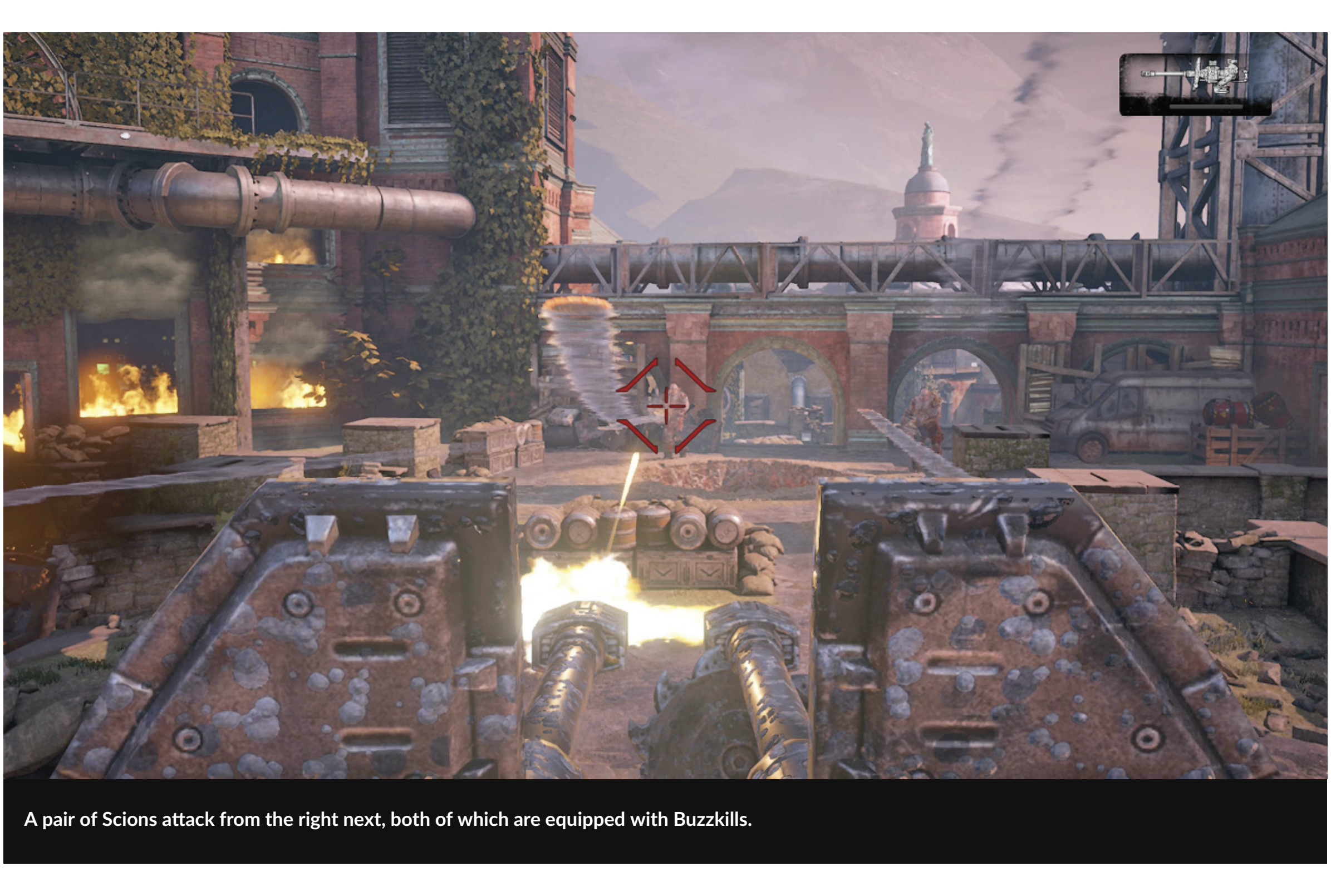
Listen for any alerts indicating that the Swarm have ascended the stairs. If they do, leave the turret and assist your squad in defending the fortifications you purchased. Return to the turret as soon as the deck is clear, as Pouncers will begin showing up any moment. Look for two to leap down from the balcony of the burning building.



The turret's shield will catch the brunt of the Pouncer's quills, so long as you're facing it straight on.

The second wave begins just 1:30 after the first wave is finished. You'll regain 15,000 power units to build what you can. We recommend an MG Sentry and a Torque Bow. Place the MG Sentry near the turret, angled toward either side so as to assist the Shock Sentry from the first wave. Ideally, you'll be able to keep these three sentries operational until the third wave. Use the remaining time to plant a pair of Frag Grenades on the walls and cover leading toward the radio tower and to collect some ammo from the street. Return to the turret and start the next wave.

The second wave begins with an assault from the left. Drones, Juvies, and a Scion attack from the building across the street to the left. Use the turret to cut down the Drones as they appear, then focus on the Scion with the Buzzkill. Don't be afraid to use the turret against any Scions with Buzzkills, as the shields will protect you. The same is not true for any Dropshot-wielding enemies you encounter.



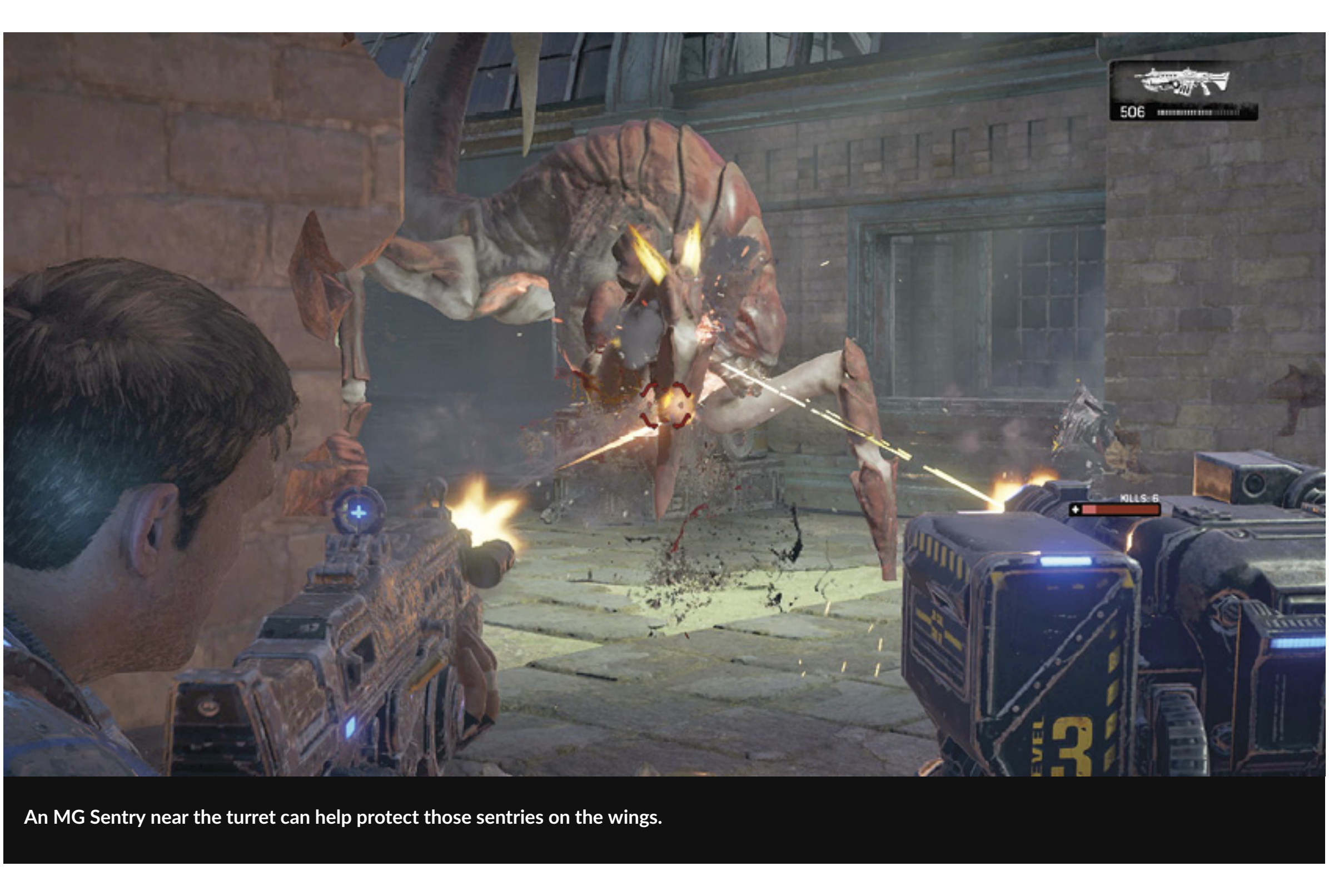
A pair of Scions attack from the right next, both of which are equipped with Buzzkills.

Take out the Scions and Drones that attack from the right, then take aim on the upper balcony of the building directly across from the turret. Two Hunter Drones are about to move into position. Take them out!

LEAVE THE LAST MAN STANDING

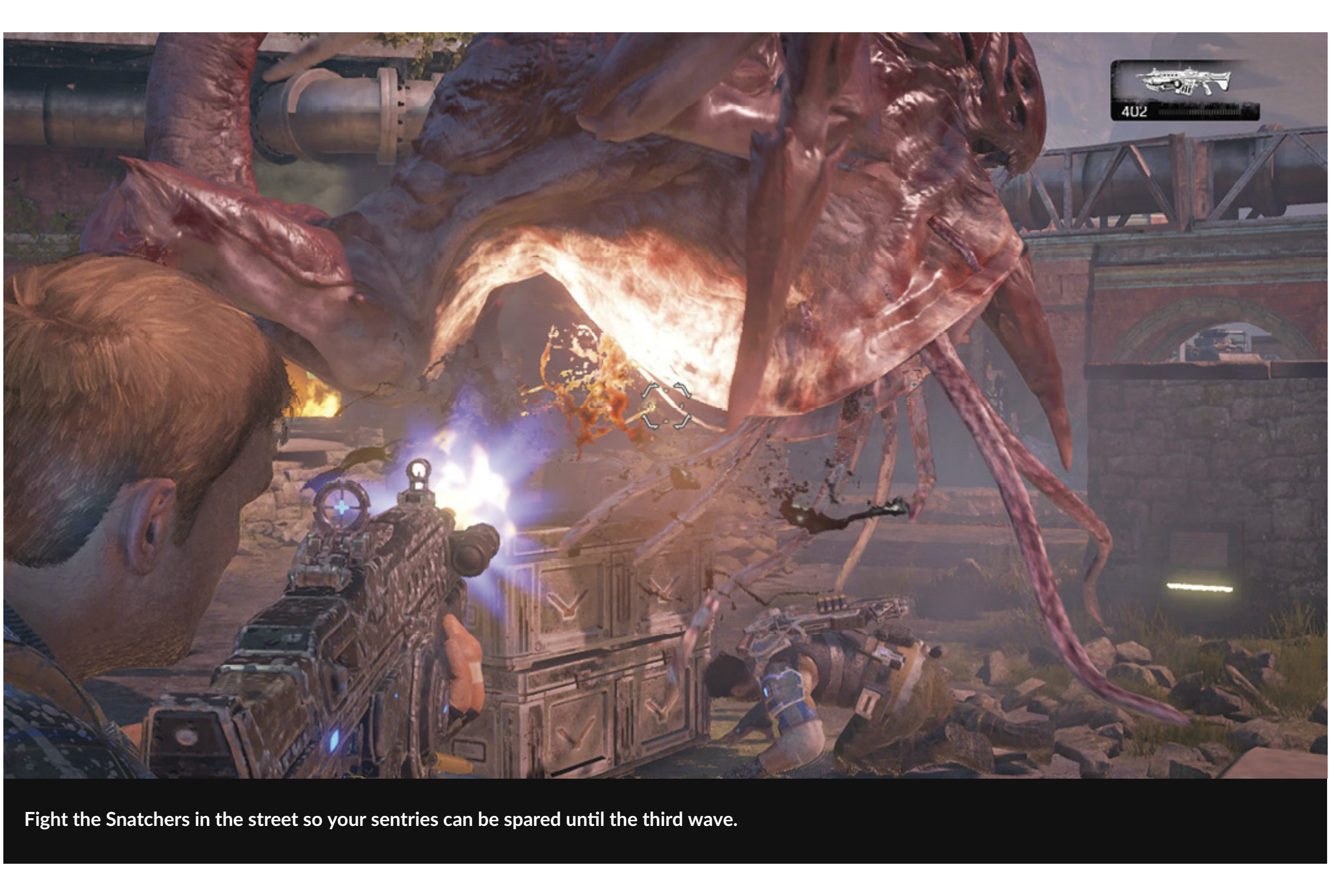
One of the classic Horde gameplay tips works well during this battle, and that is to leave a stray Drone or Juvie alone so you have time to replenish ammo, adjust fortification positions, and gather up weapons from the battlefield. Your sentries will eventually kill it, but always try to ignore the final enemy as long as necessary to give yourself time to make preparations.

Snatchers appear from both sides. Pick one and open fire on it with the turret, but listen for the attacking cry of the other. If you hear the attack scream and don't see the Snatcher you're facing preparing an attack, release the turret and roll away. It only takes one shot from the Snatcher's quill to be downed and you don't want to take any chances.



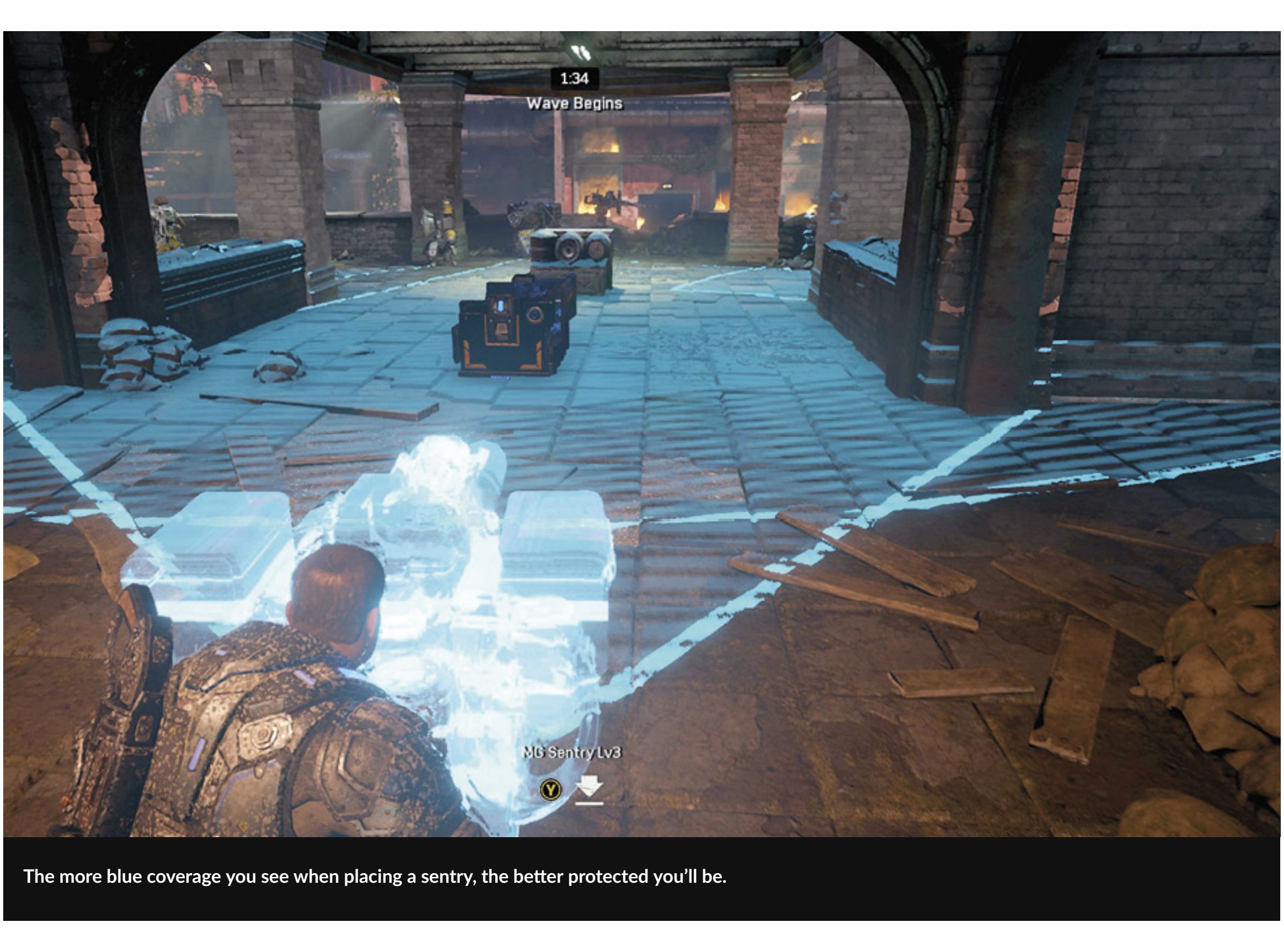
An MG Sentry near the turret can help protect those sentries on the wings.

Retreat to the door leading inside if the two Snatchers manage to climb the stairs and get close. Take cover behind the walls that flank the Fabricator and lob Frag Grenades under the bellies of the Snatchers. Try to slip past the Snatcher and return to the street so as to lure it away from your fortifications. A Snatcher can destroy an MG Sentry LV 3 in one strike and you're going to need it for the third wave.



Fight the Snatchers in the street so your sentries can be spared until the third wave.

Depending on how much you spent in the second wave, you should have enough to purchase two MG Sentries for the third and final wave. Consider placing one near the turret and another behind the Fabricator, near the door, so they might catch enemies in cross-fire. Gather up any remaining Frag Grenades and ammo from the street and start the wave once back on the turret.

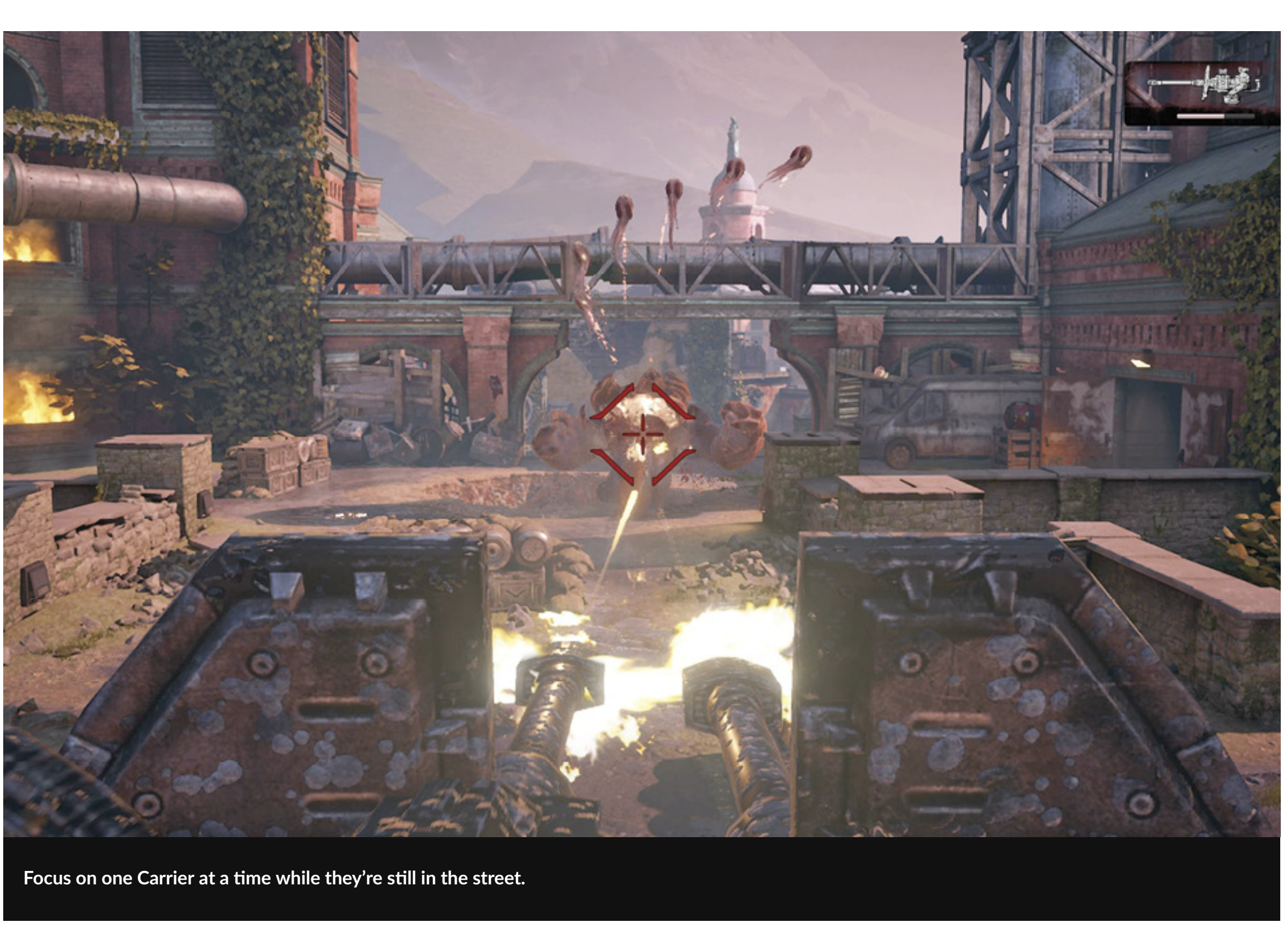


The more blue coverage you see when placing a sentry, the better protected you'll be.

Look to take the Buzzkills dropped by the Scions and the Torque Bow from the nest before beginning the wave. Once the wave starts, you need to stick close to the squad and avoid venturing out onto the street.

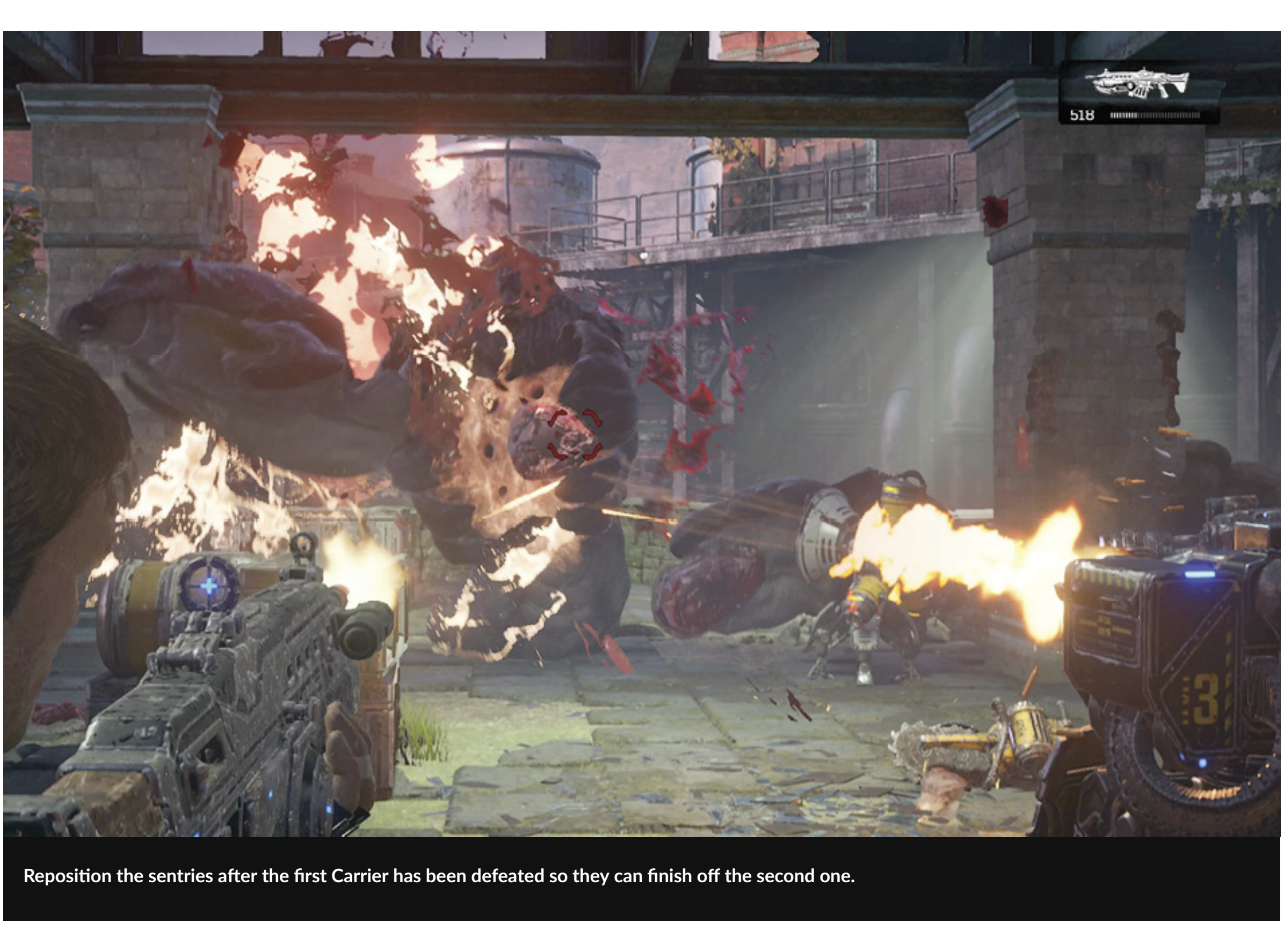
A Scion and several Drones and Juvies attack from the building to the right, near the van. Gun them down with the turret, then swing around to the left to intercept an identical group moving in from the other side. These Scions are armed with Dropshots, so you had better be ready to leave the turret at a moment's notice, else suffer a fatal headshot from above.

The wave culminates with two Carriers attacking simultaneously from either end of the road. Man the turret for as long as you can to soften up the Carrier coming from the right while trusting your allies to keep the fiery projectiles off your back from behind. The turret will deflect most incoming projectiles from the Carrier, but it helps to shoot them out of the sky when you can, as it will help protect your squad.



Focus on one Carrier at a time while they're still in the street.

Aid your sentries in attacking the other Carrier once the first one is destroyed. Continue lobbing Frag Grenades at it whenever it opens its chest cavity. If necessary, retrieve one of the sentries that isn't being utilized and reposition it so it can be of greater help.



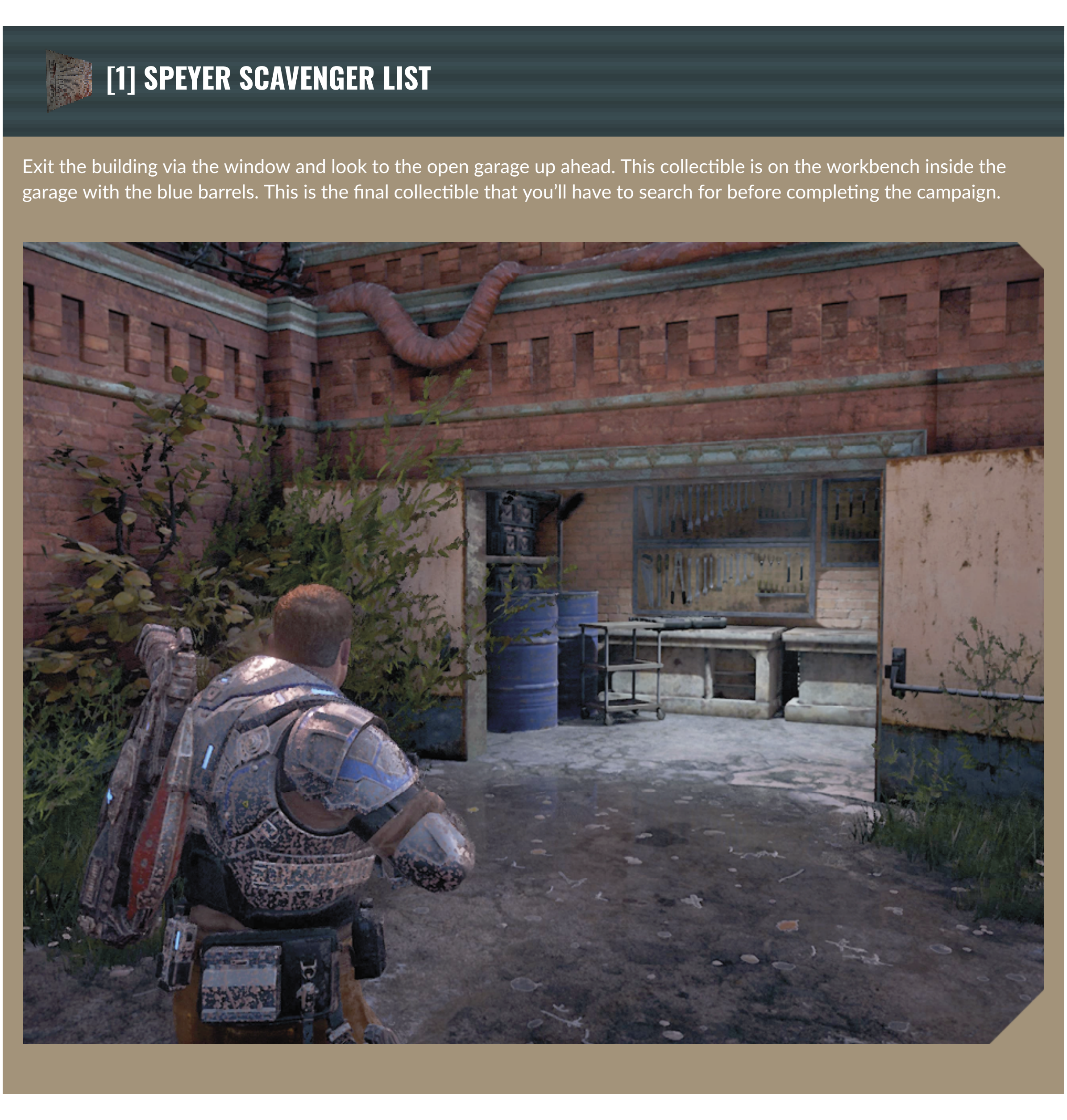
Reposition the sentries after the first Carrier has been defeated so they can finish off the second one.

OBJECTIVE: GET TO THE DROP ZONE

Marcus spots a smoke signal down in the valley to the right. Leave the radio tower and head down the hill to the right, and through the building behind the doors on the left. Snake your way through the building to the alley on the other side, comfortable in the knowledge that it really is clear of Swarm, despite Del's worries. Cut the chain on the gate and proceed to the rendezvous point to reunite with some old friends.

[1] SPEYER SCAVENGER LIST

Exit the building via the window and look to the open garage up ahead. This collectible is on the workbench inside the garage with the blue barrels. This is the final collectible that you'll have to search for before completing the campaign.



Act 5

Chapter 3: Gate Crashers

SITUATION OVERVIEW

JD's honorary uncles arrive inside a pair of massive mechs, just what was needed to take on the Swarm. And if that wasn't enough, the rest of the group is going to follow along in a helicopter, offering aerial support. Tensions are high between JD and the older men, but there will be time enough later to hash out old grievances.

TOLLEN DAM OUTSKIRTS

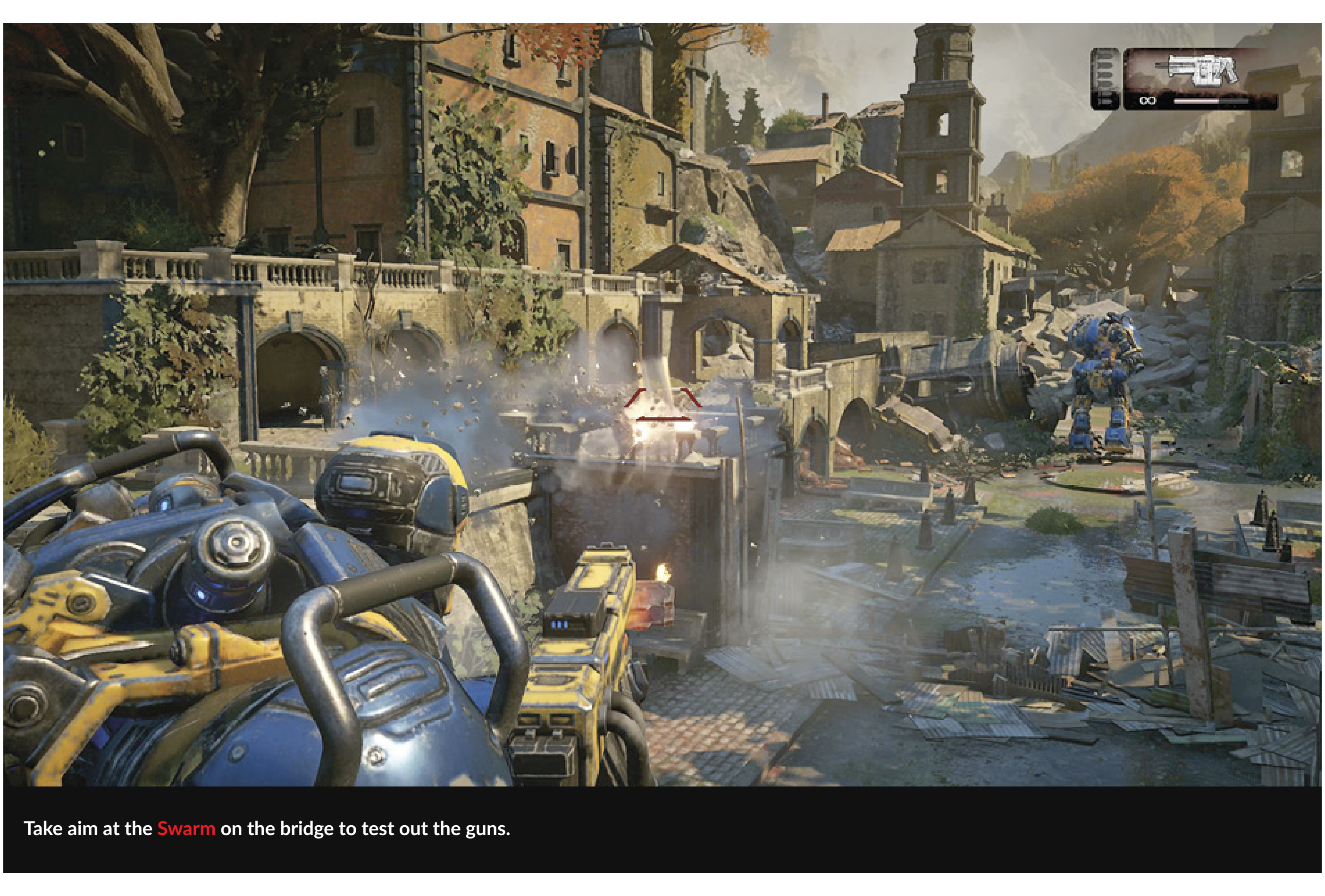
OBJECTIVE: GET THROUGH TOWN

Head out onto the road and follow the others in the King Raven as you make your way toward the dam. Test out Jack Junior's controls by kicking the cars in your path and by dodging left and right. Run ahead to where the numerous Drones are located and melee stomp them to bits before opening fire on the Carrier. None of these Swarm creatures can withstand Jack Junior's attacks, not even a Carrier.

MECH CONTROLS

Jack Junior, the towering mechanical DeeBee you now pilot, behaves much like JD on foot. You can sprint, dodge left and right, fire guns, melee kick, and even move into cover. The motions may take some getting used to, but there's really not much difference. Everything is just a little more mechanical. But that's a good thing, because it means the armor is working.

Jack Junior is equipped with a gigantic, fully-automatic stapler that fires with considerable accuracy and speed. The mech's guns can be fired continuously until the barrel overheats, then you'll need to cool it just like with the Mulcher and other weapons.

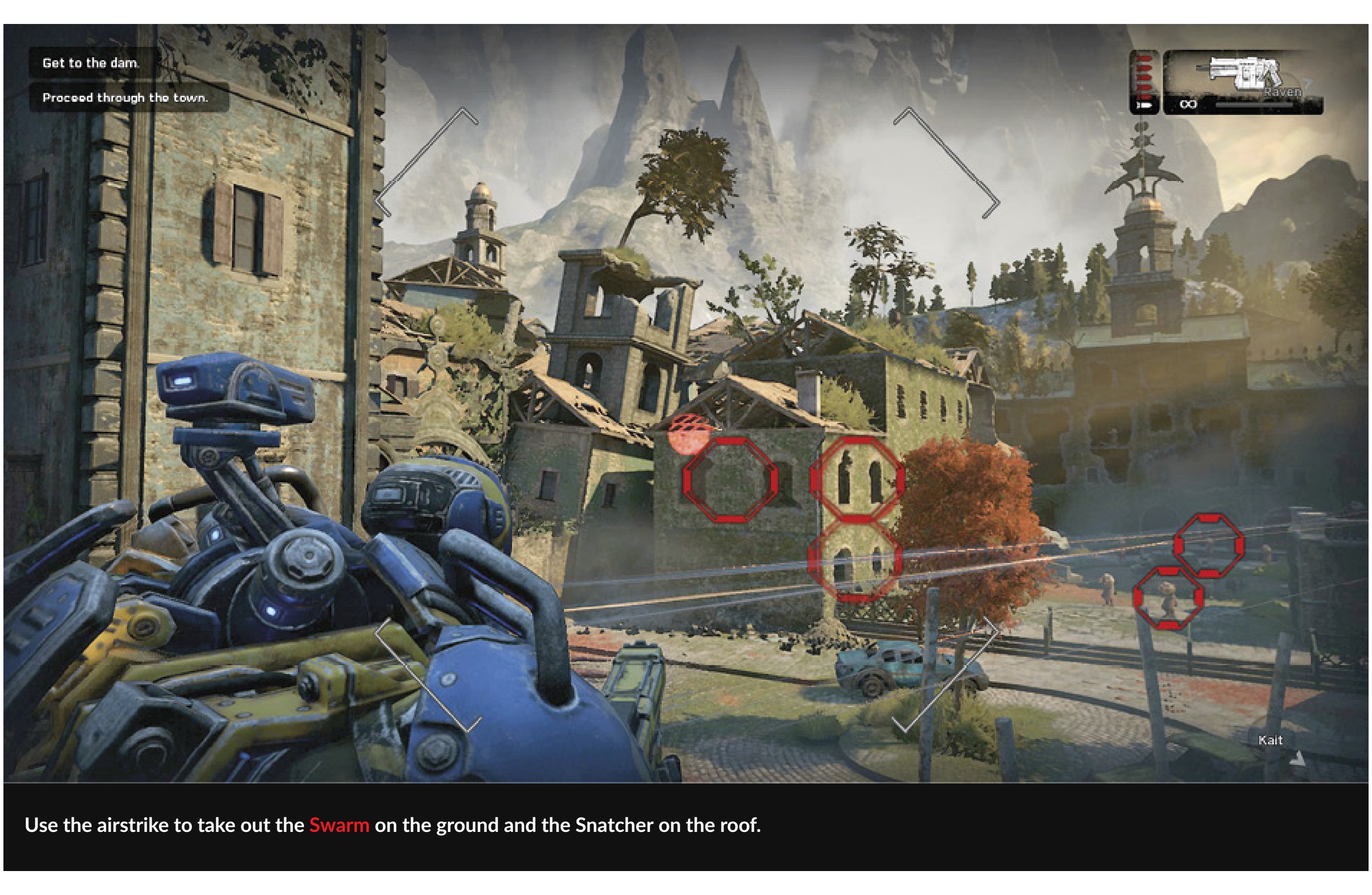

Take aim at the Swarm on the bridge to test out the guns.

The gate beyond the bridge is too stout for you to breach in the mech, but you can call in an airstrike. Hold the Tac-Com button to highlight up to six of the targets displayed on the screen, one for each of the King Raven's missile launchers. Highlight a few of the targeting reticles to unleash a small barrage of missiles from the King Raven.

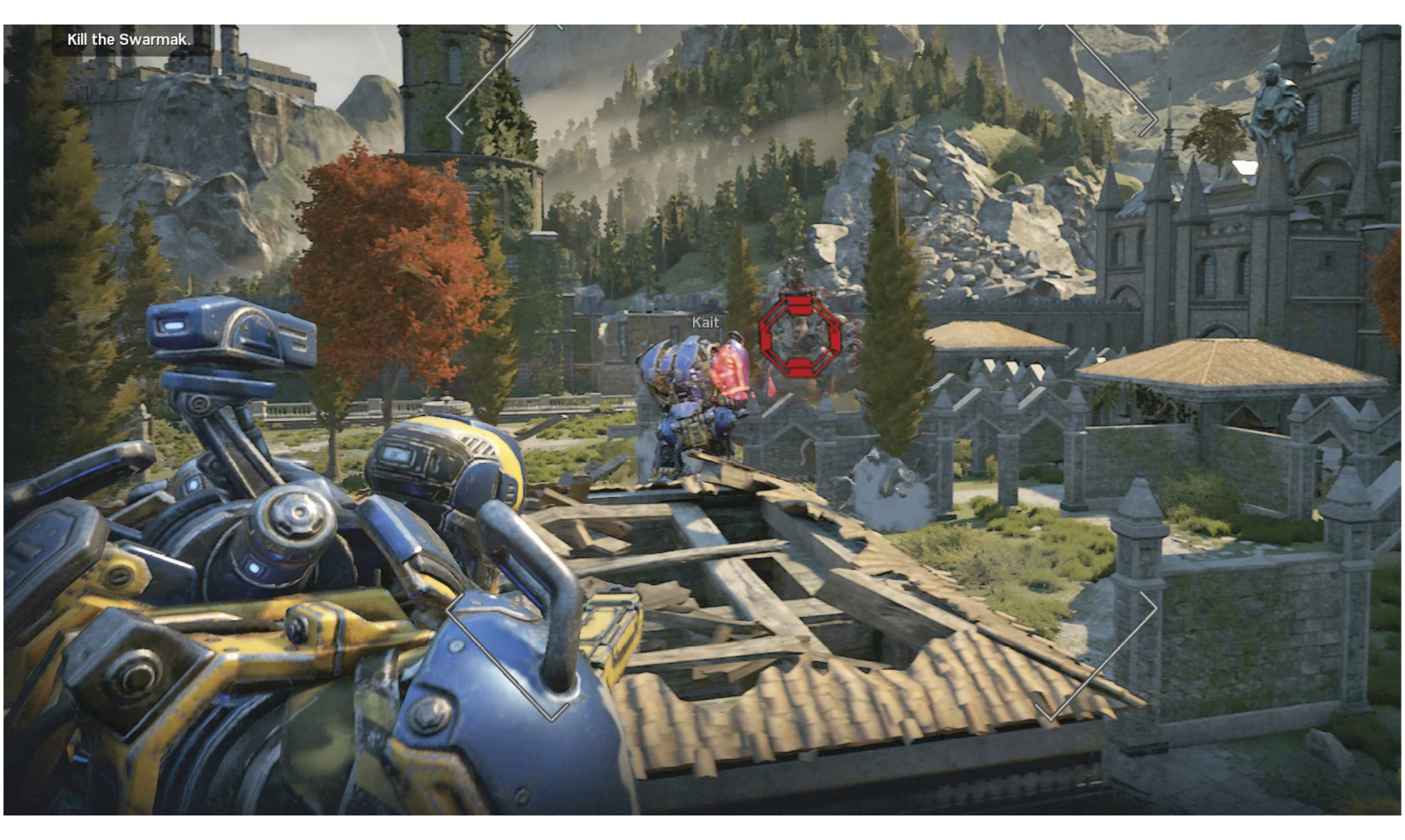
MISSILE CONSERVATION

It takes several seconds to reload each missile launcher, so avoid requesting more missiles than you actually need. Only highlight two or three targets at once so you don't have to wait for the King Raven to reload.

Continue up and over the pile of rubble to the numerous Swarm in the town square up ahead. Call in an airstrike for different groups of Swarm, then signal for another at the Snatcher on the roof. Head into the riverbed to the left and shoot through the first wooden bridge while the King Raven's missiles replenish, then call for an airstrike on the two beyond it.



Use the airstrike to take out the Swarm on the ground and the Snatcher on the roof.

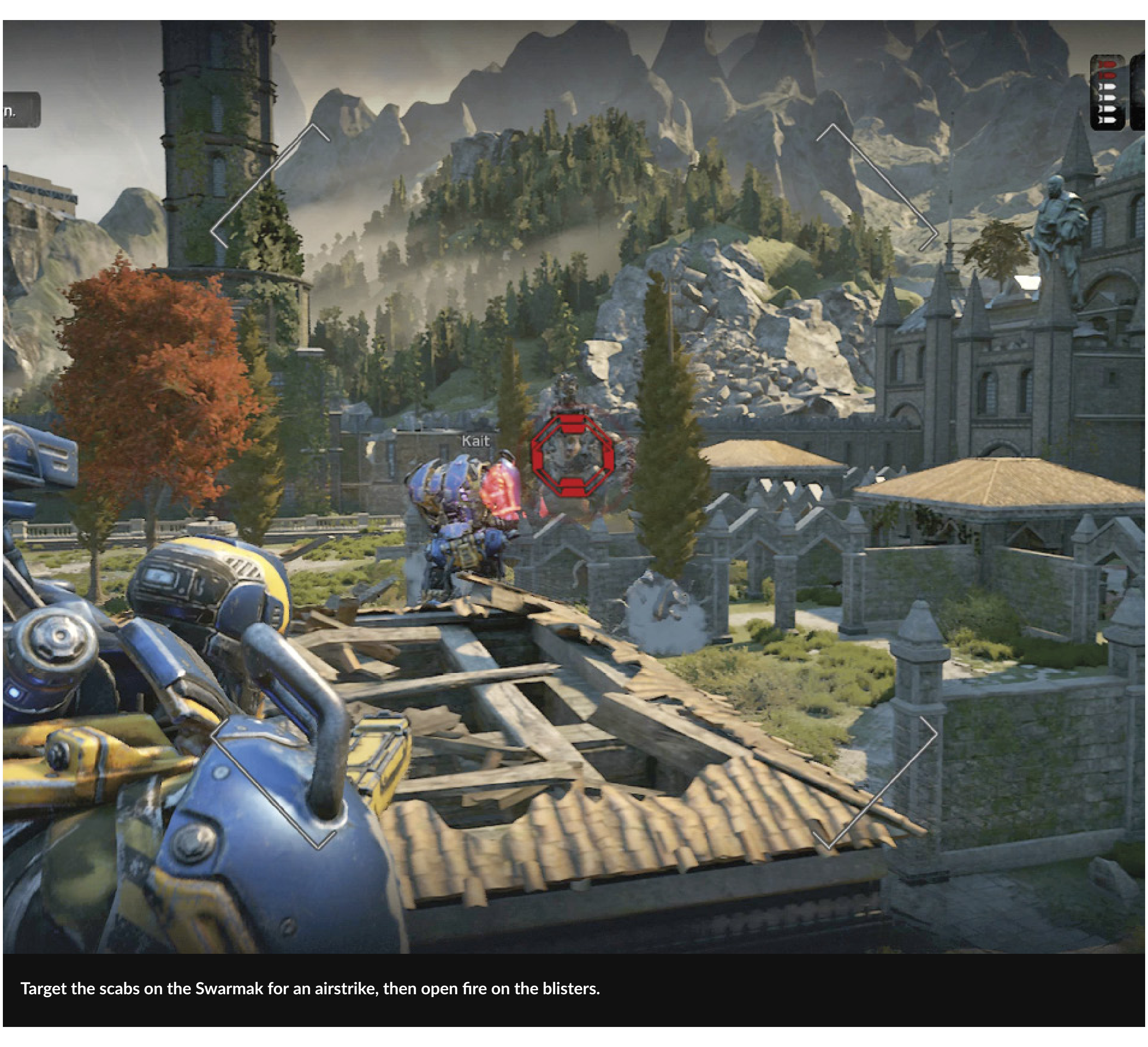


The two Snatchers up ahead can inflict significant damage with their quills, but they won't down the mech with a single strike. Nevertheless, don't treat them lightly. Call in an airstrike with at least two missiles before you step out of cover. Call for a single missile to hit each of the two Snatchers on the roof up ahead, wait for the King Raven to reload, then signal for an airstrike on the wall where the fountain is located. This will create an opening for the two mechs to continue.

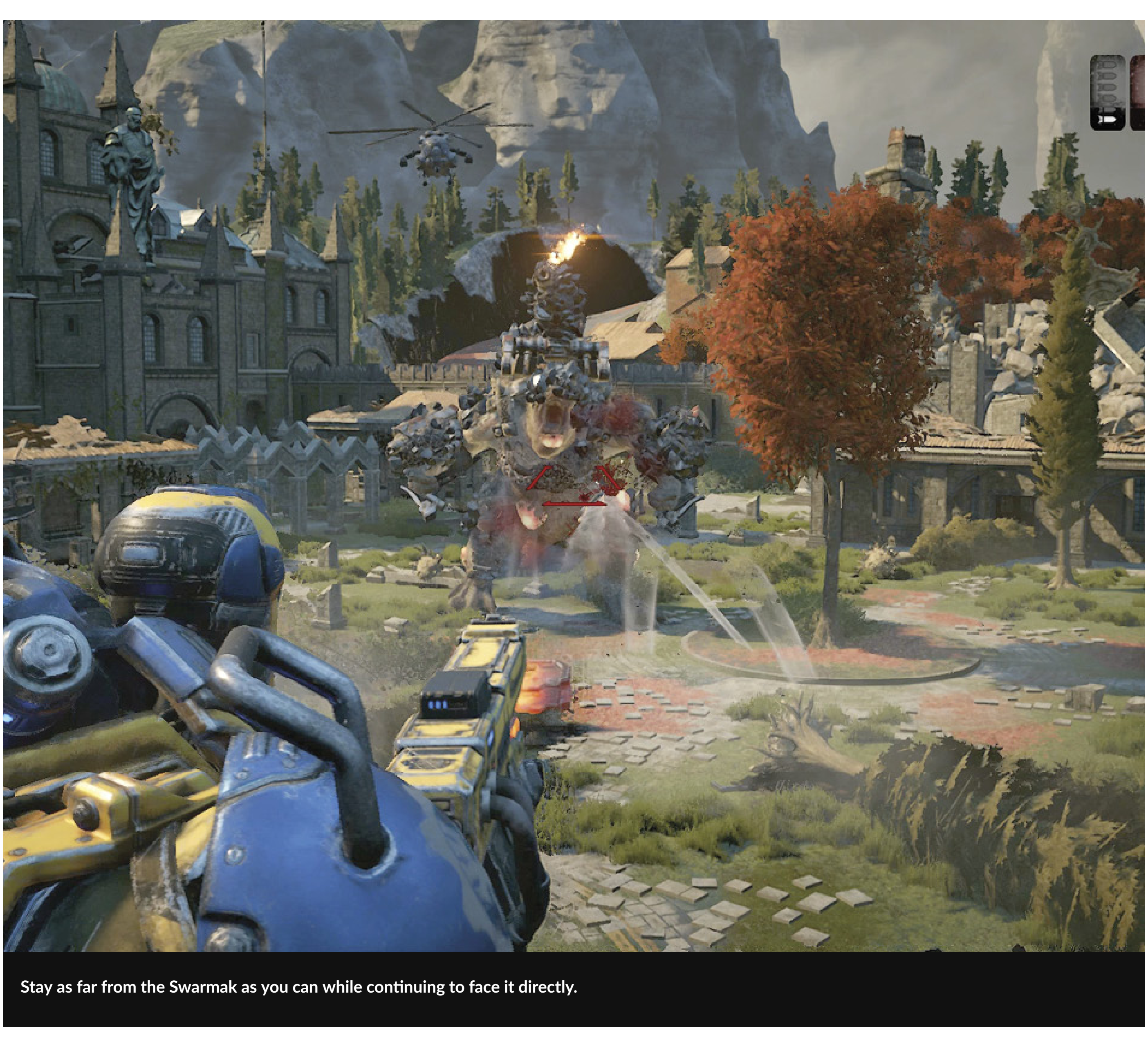
Cross the bridge and duck into cover with the mech as a Swarmak appears. This is where having two massive mechs comes in handy.

OBJECTIVE: KILL THE SWARMAK

The Swarmak's wrist-mounted chainguns do very little damage to the mechs, but its rocket barrage can inflict heavy damage. Stay behind the building near the bridge and let the other mech move forward to attract some of the Swarmak's attention. Call in repeat airstrikes to blast the Swarmak and destroy its scabs. Open fire on the blisters while the King Raven reloads, then send additional rockets at the Swarmak.



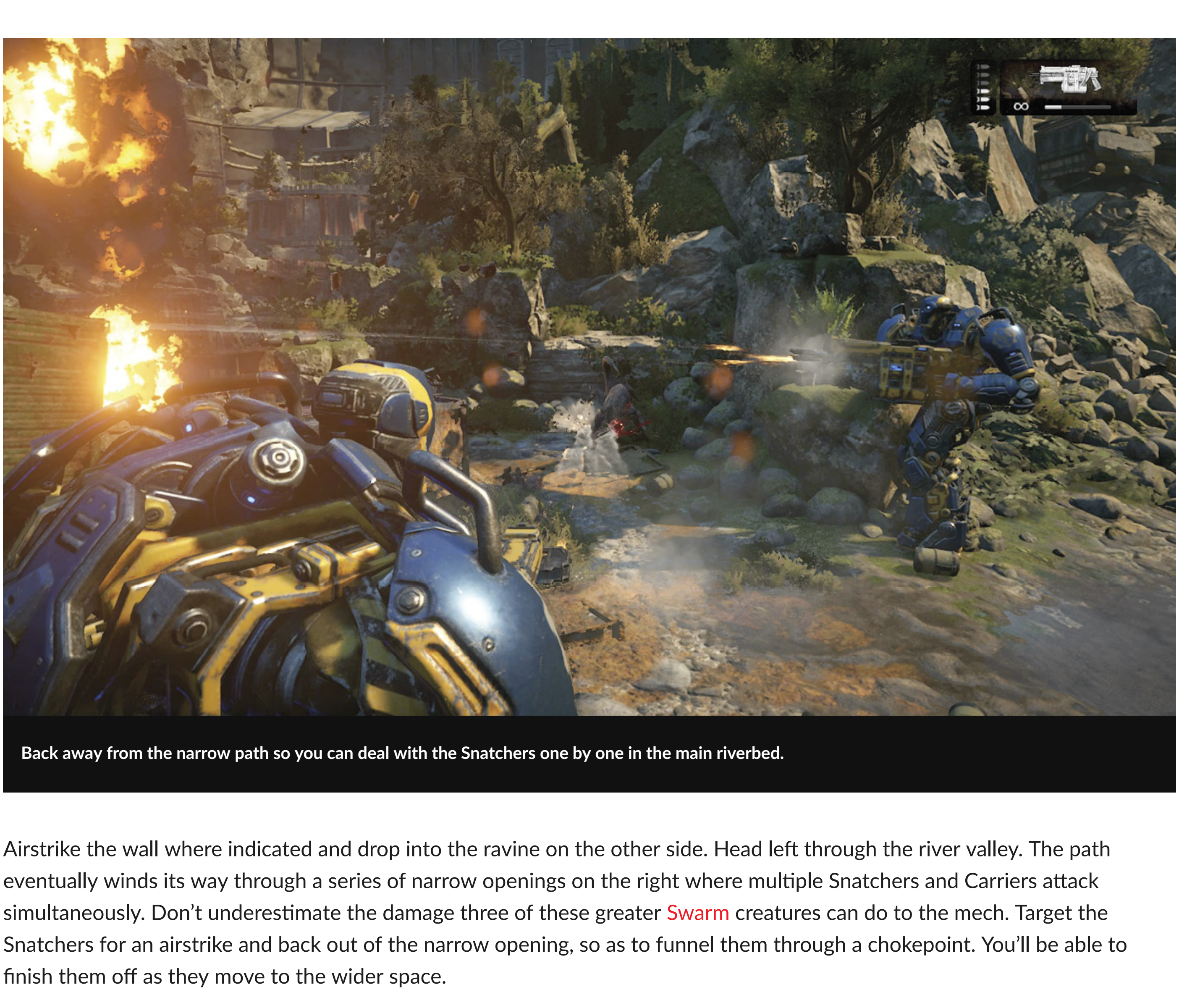
Target the scabs on the Swarmak for an airstrike, then open fire on the blisters.


Stay as far from the Swarmak as you can while continuing to face it directly.

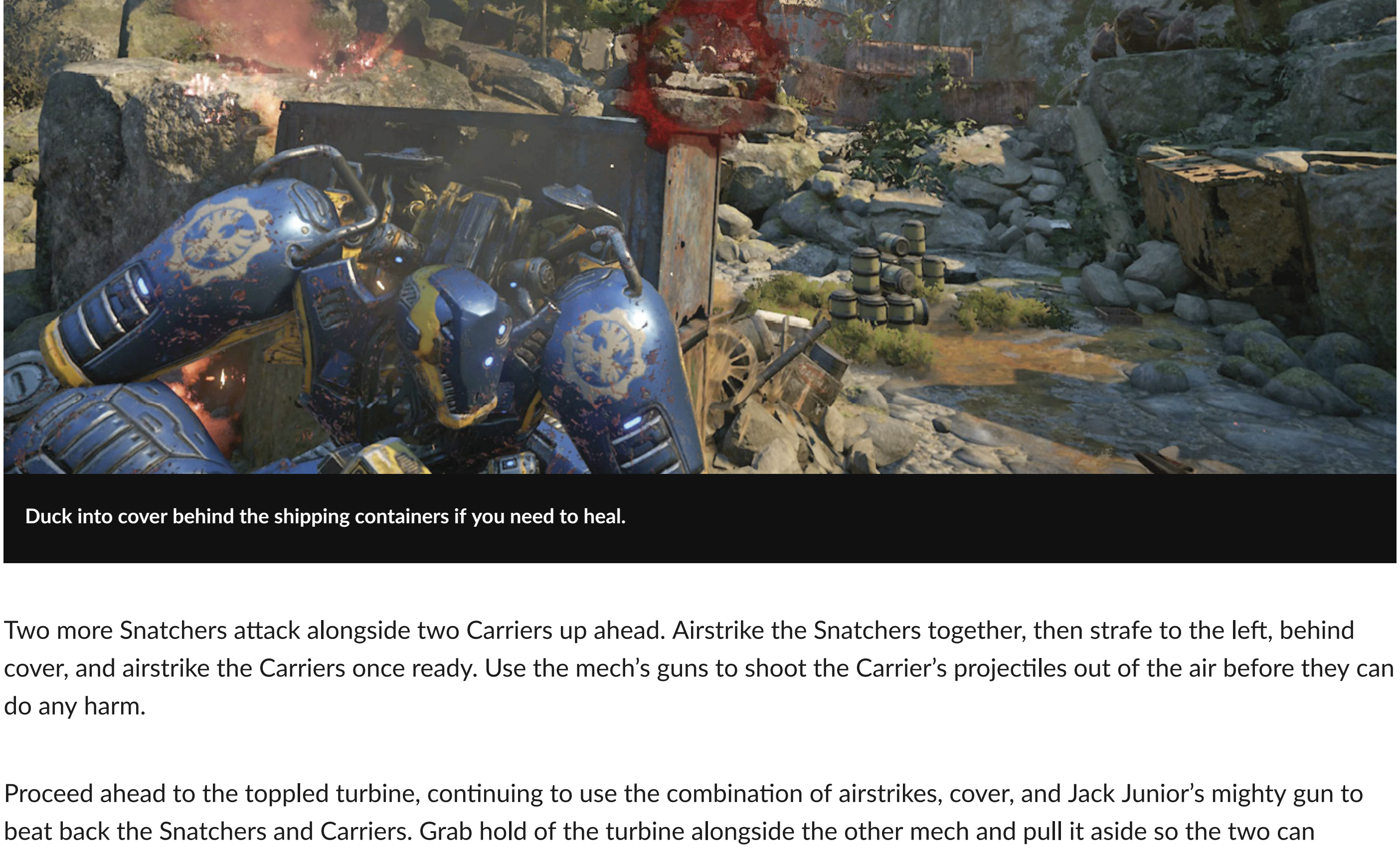
Continue to call in airstrikes against the Swarmak as you strafe in and out of cover and around the plaza, trying to keep the Swarmak in front of you. Your guns will inflict damage over time, but the airstrike is your main tool for defeating the Swarmak.

The Swarmak will eventually be knocked into its own special DBNO state (down but not out). Charge forward and press the button as indicated on-screen to perform an execution.

OBJECTIVE: GET TO THE DAM


Back away from the narrow path so you can deal with the Snatchers one by one in the main riverbed.

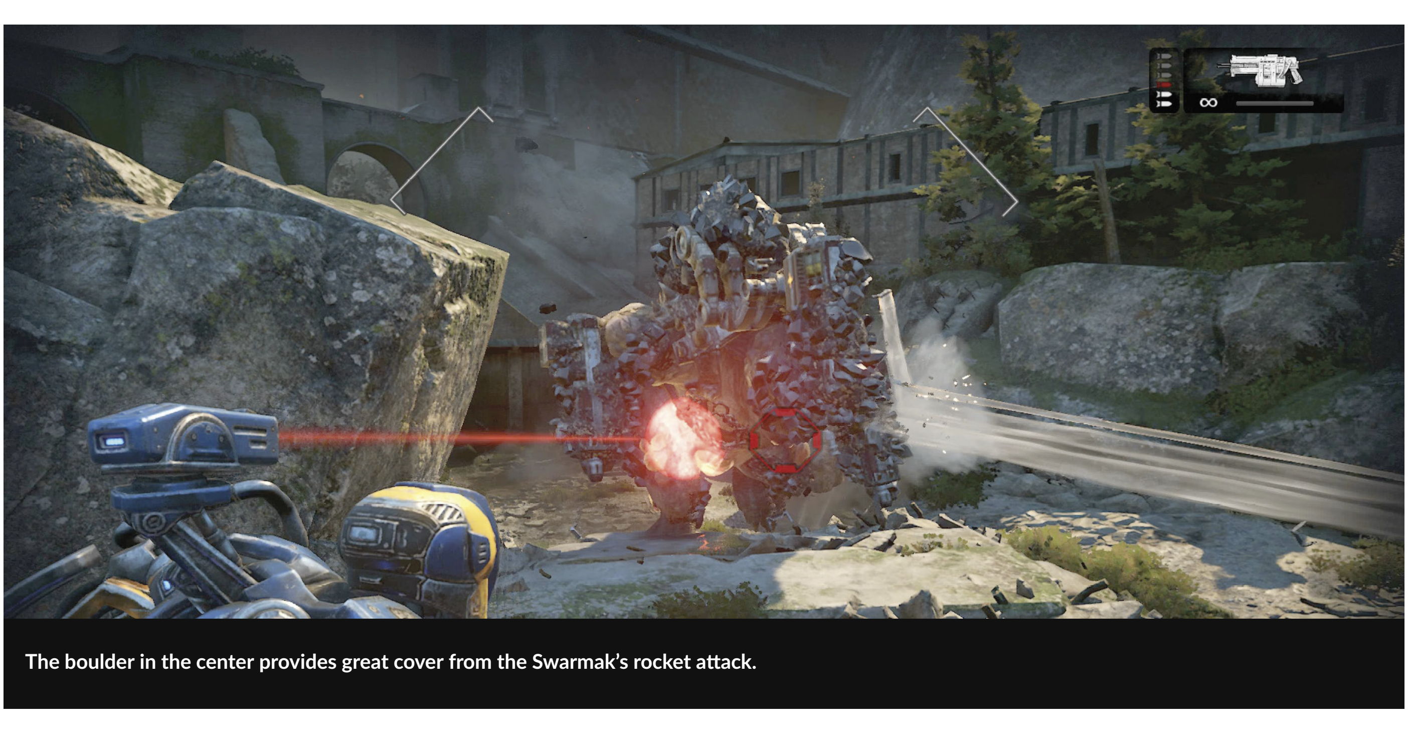
Airstrike the wall where indicated and drop into the ravine on the other side. Head left through the river valley. The path eventually winds its way through a series of narrow openings on the right where multiple Snatchers and Carriers attack simultaneously. Don't underestimate the damage three of these greater Swarm creatures can do to the mech. Target the Snatchers for an airstrike and back out of the narrow opening, so as to funnel them through a chokepoint. You'll be able to finish them off as they move to the wider space.


Duck into cover behind the shipping containers if you need to heal.

Two more Snatchers attack alongside two Carriers up ahead. Airstrike the Snatchers together, then strafe to the left, behind cover, and airstrike the Carriers once ready. Use the mech's guns to shoot the Carrier's projectiles out of the air before they can do any harm.

Proceed ahead to the toppled turbine, continuing to use the combination of airstrikes, cover, and Jack Junior's mighty gun to beat back the Snatchers and Carriers. Grab hold of the turbine alongside the other mech and pull it aside so the two can continue on.

One final Swarmak attacks at the base of the dam. Use the large boulder in the center for cover and strafe around it as you continue to summon airstrikes at the Swarmak. Keep up the pressure with the mech's guns until the King Raven has another two or three missiles reloaded, then call for another airstrike. Rip the beast's jaws apart as before with an execution move. Turn left at the base of the dam to proceed to the final encounter.


The boulder in the center provides great cover from the Swarmak's rocket attack.

Act 5

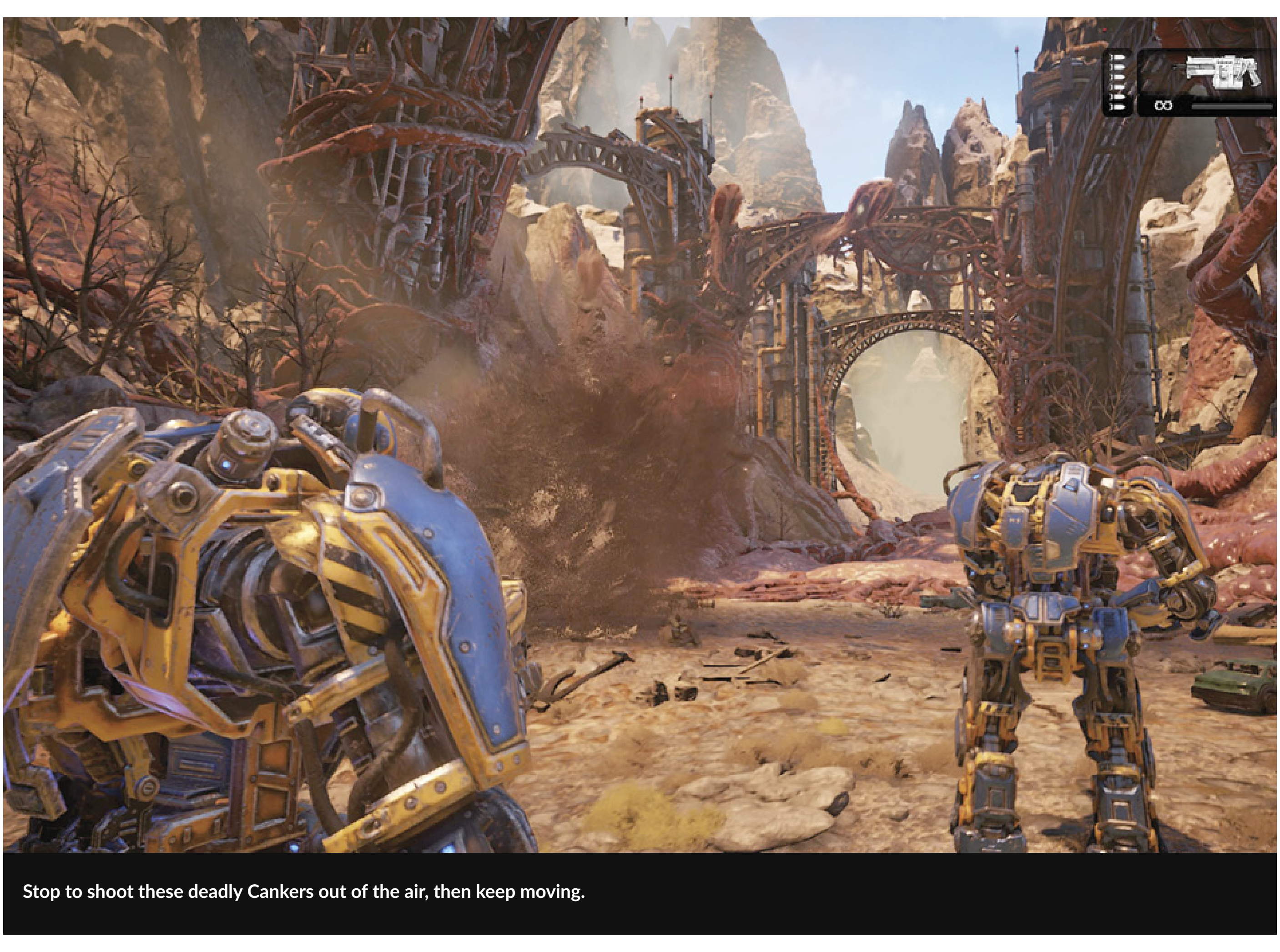
Chapter 4: Release

SITUATION OVERVIEW

The heart of the hive is just ahead and though he has both aerial and ground support, this is largely up to JD. What a day it's been. One minute he's sneaking into a COG settlement in an effort to fix a broken generator, and the next he's piloting a massive mech, calling in airstrikes, and about to square off against the largest beast ever seen on Sera. It's almost enough to make his father proud of him...

SWARM HIVE

OBJECTIVE: GET TO REYNA

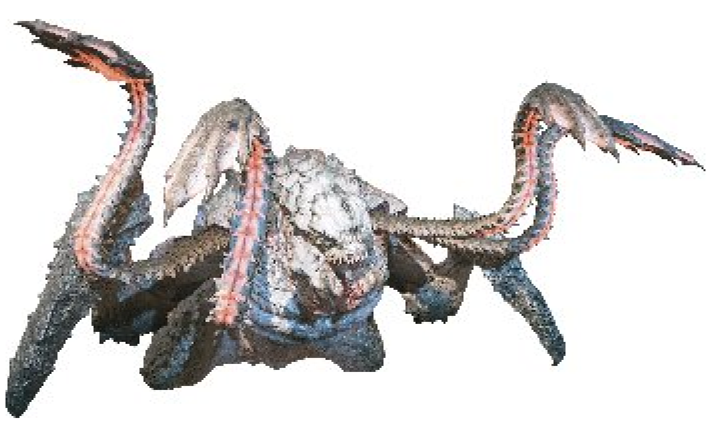


Stop to shoot these deadly Cankers out of the air, then keep moving.

The two mechs have made it from Speyer to the Swarm Hive near the Tollen Dam, and their friends in the chopper are picking up some odd seismic readings. Marcus swears that you're close, that Reyna isn't far. But the rumbling beneath your feet suggests she isn't going to just be handed over.

As you march toward the pink tendrils up ahead, you'll notice a shockwave rippling toward you in a straight line. Suddenly multiple Canker-like projectiles emerge from the ground and begin to bombard the mechs. Open fire on these flying assailants and keep moving. More will come. Keep moving until you see the Cankers emerge, then pause to shoot them out of the air. Remember to vent the weapon after each barrage.

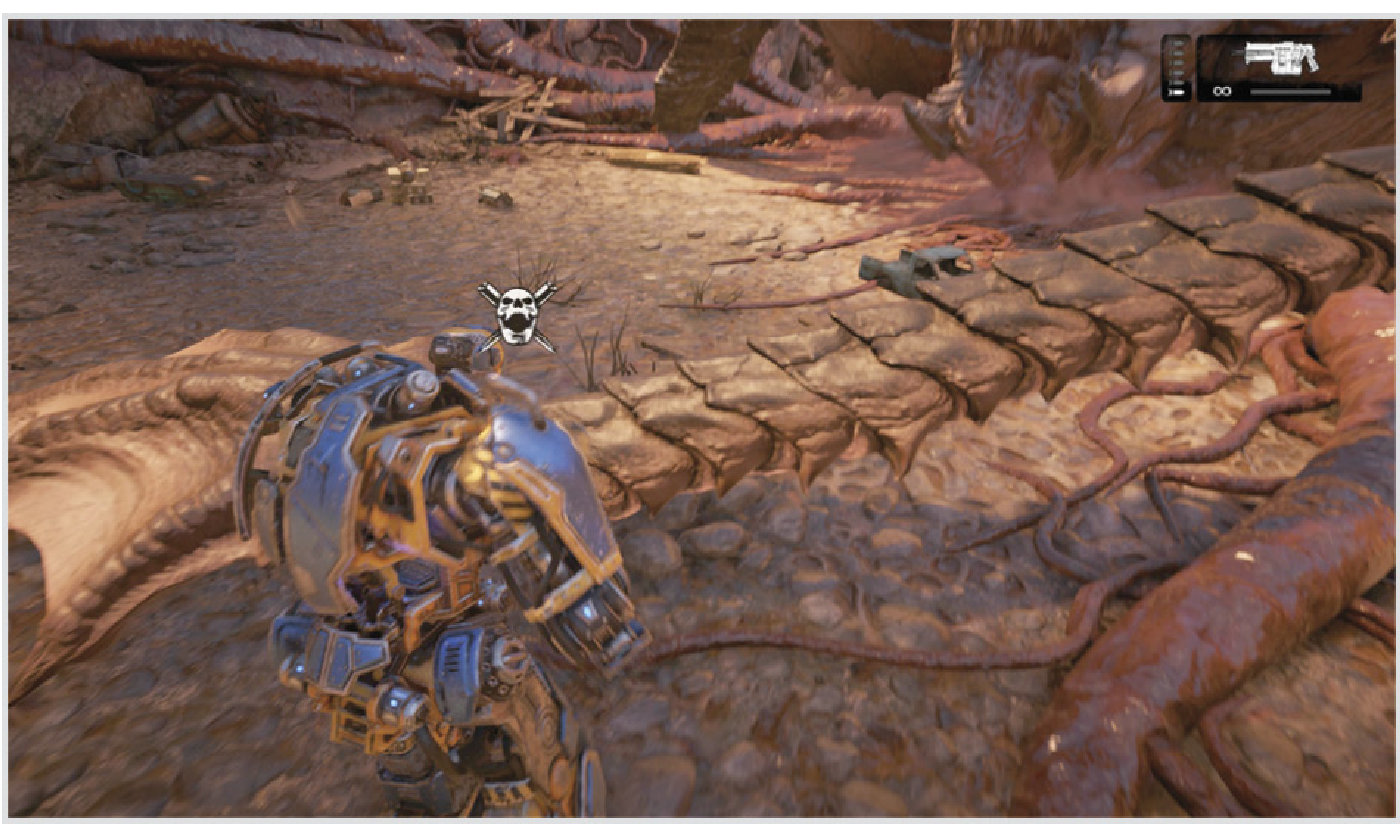
OBJECTIVE: DESTROY IT



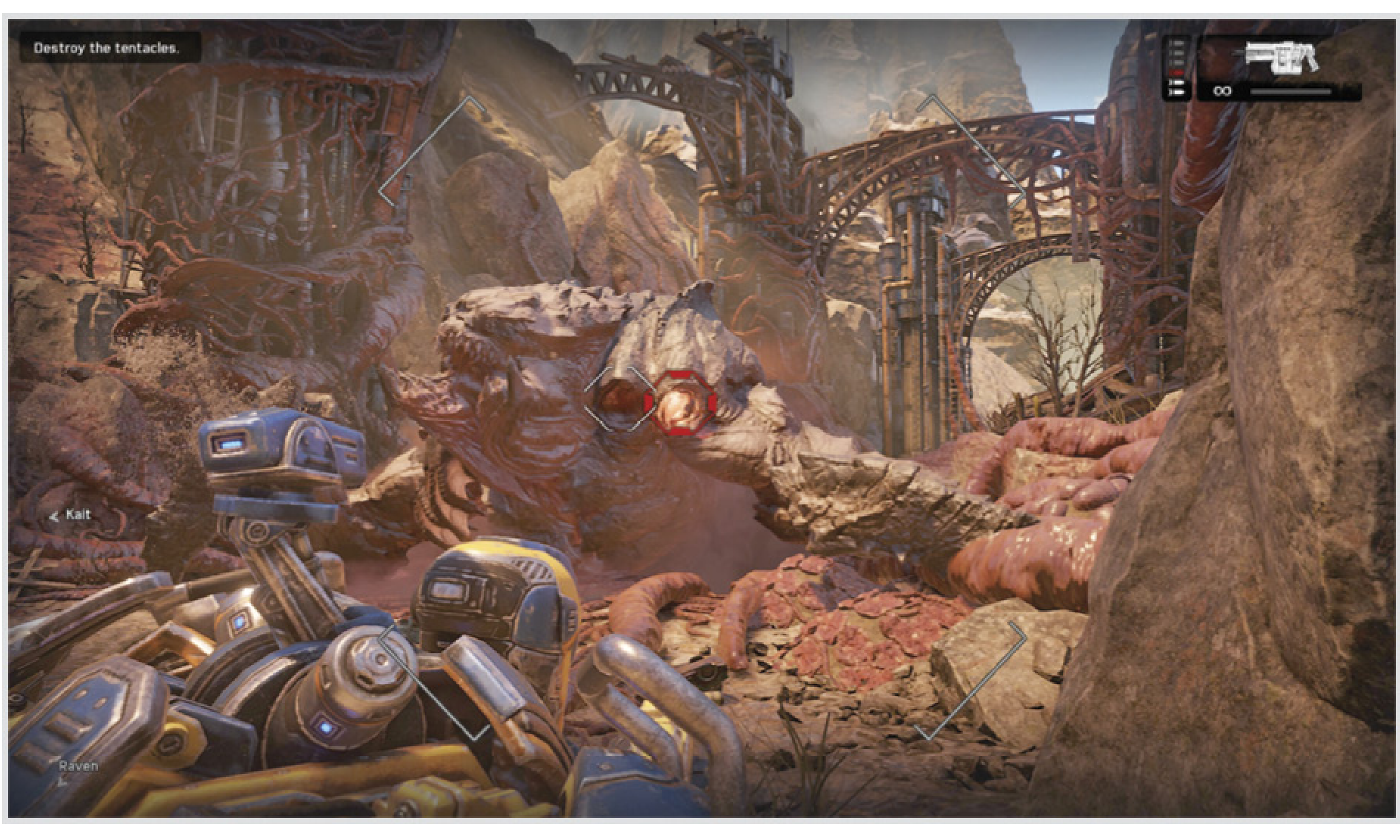
HIVE BEAST

There is no time to contemplate the size of the creature that has emerged from the ground. No time to think about the damage it could do to the mech, the King Raven, or to New Ephyra and the planet at large. You must act, and act quickly. If there's one thing you know about the Swarm by now, it's that glowing, whip-like tentacles are deadly and must be destroyed. That's your first step: destroy those tentacles!

Keep your distance from the Hive Beast and use the Jack Junior to shoot the tentacles. Try your best to only target one tentacle at a time to destroy them quickly. While you are shooting the Jack Junior, you can call in airstrikes while you strafe side to side and avoid the massive quills that are being fired by each of the tentacles. Move from left to right to avoid the quills whenever one of the tentacles snaps forward. Evade quickly to the side as if performing a dodge-roll. Keep your fire trained on the tentacles until they are all destroyed.



Once the airstrike (or your fire from the Jack Junior) has delivered heavy damage to a tentacle, it will go limp and fall to the ground while the others are retracted. Rush forward to the tentacle and perform the execution maneuver. Watch as the mech essentially staples the tentacle to the ground and the Hive Beast's struggles result in a severed appendage.

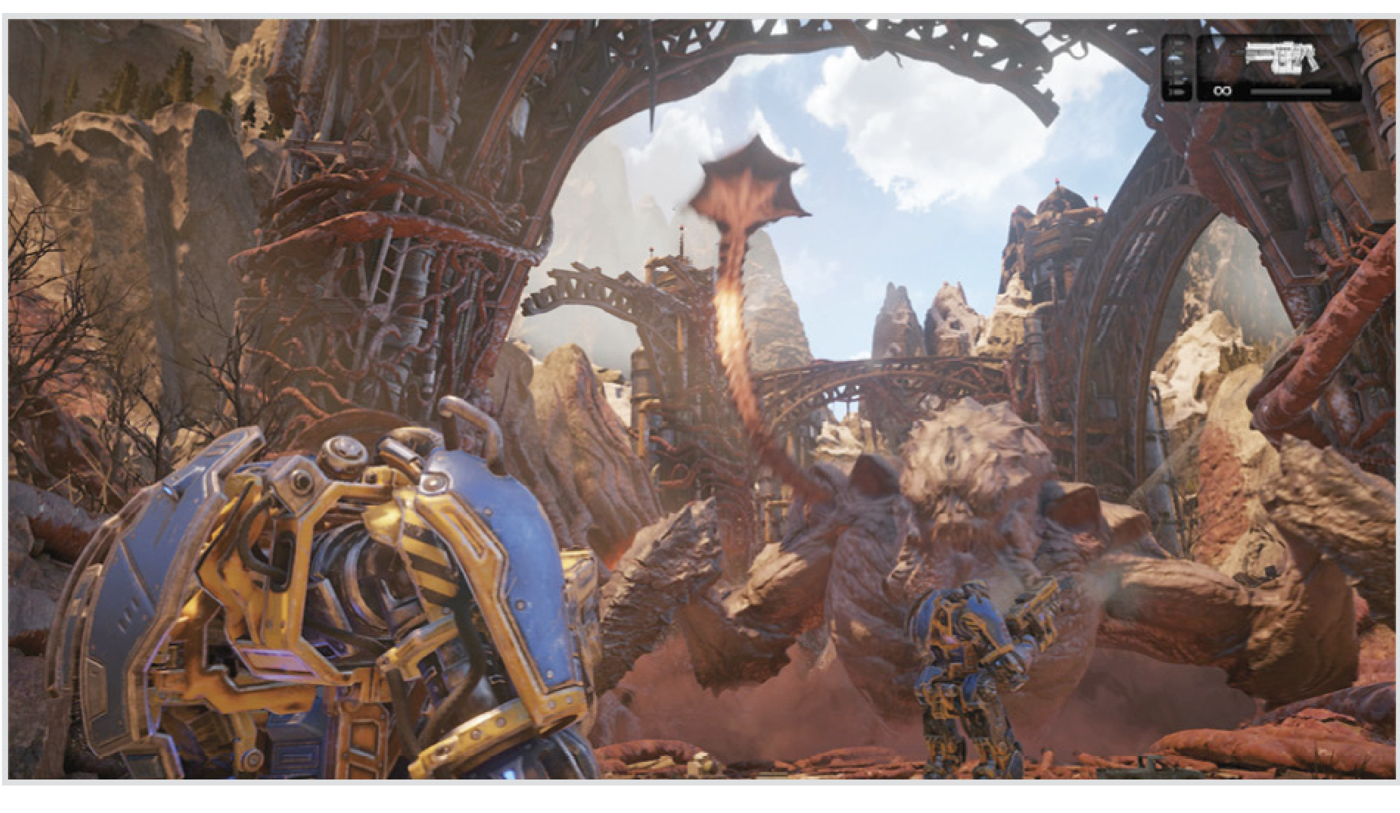

Destroy the tentacles.

You need to move fast once the tentacle has been ripped free. Target the socket for a single airstrike quickly, else the Hive Beast will grow another appendage. The first tentacle is the most difficult to sever, as you have to deal with four tentacles firing deadly quills at you every few seconds. Repeat this process for each of the remaining tentacles. It gets easier with the destruction of each successive tentacle.

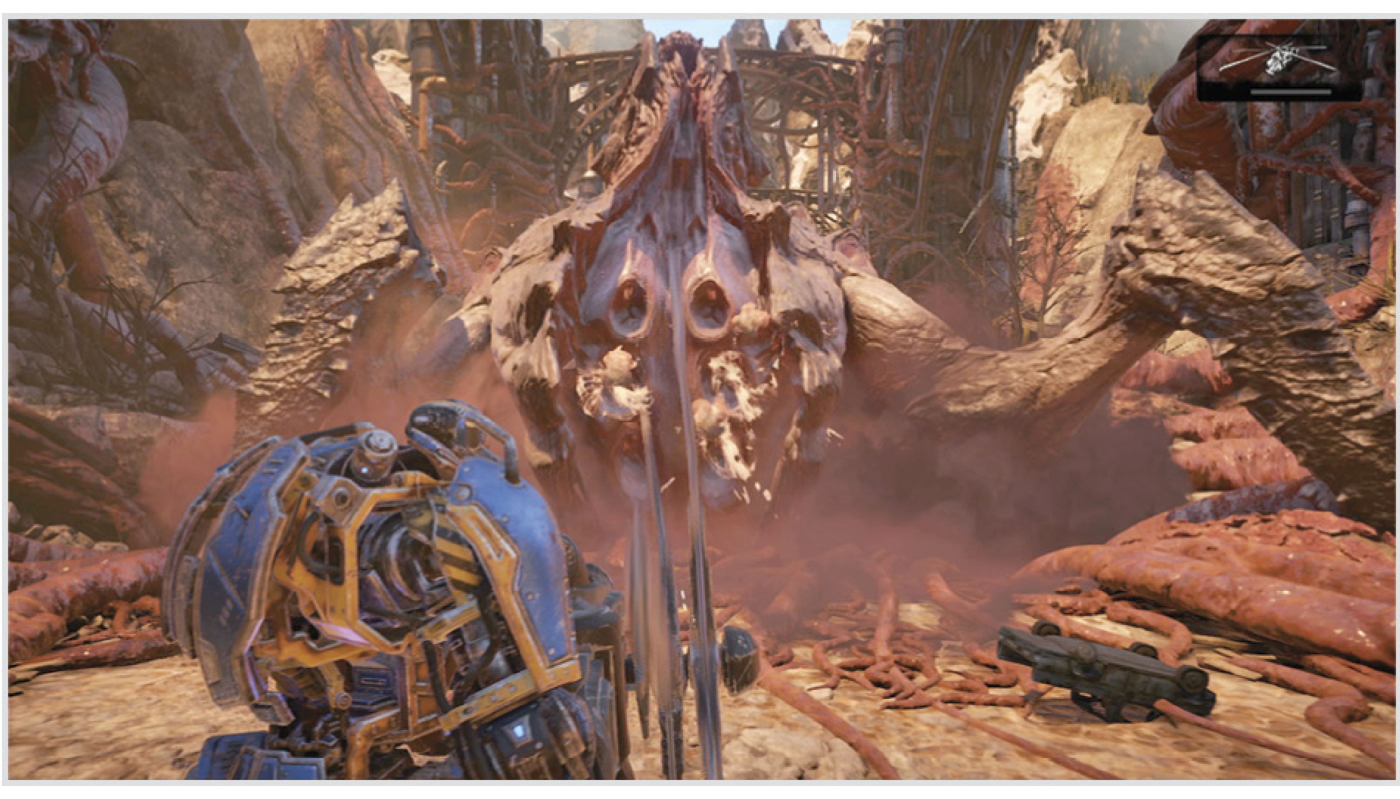
BEWARE FALLING TENTACLES

Don't be so excited to staple a tentacle into the ground that you end up being hit by it as it falls. Approach slowly from an angle so as to not get stunned by the falling tentacle. The Hive Beast will recover quickly if you hesitate in performing the execution.

Destroying the tentacles damages the Hive Beast, but it's far from dead. Unfortunately, you'll have to finish it off without the aid of the King Raven's airstrikes. That doesn't mean you won't be using the King Raven! Walk over to the downed chopper and rip the propeller from it. Jack Junior will wear the propeller and motor as if it were a new slicing-and-dicing appendage.



The Hive Beast emits a powerful roar capable of knocking Jack Junior backward to the far end of the cavern. Charge forward holding the propeller in front of the mech. Pull the Fire and Aim triggers whenever the Hive Beast fires its Cankers to shred the projectiles before they collide with Jack Junior. Let the propeller engine cool between attacks as you continue to push forward, closing the distance on the Hive Beast.



Approach the Hive Beast slightly to the left of its head and watch for it to raise its massive leg. Dodge to the side, away from the leg, then turn and press the Execution button to use the propeller to saw its leg off.

The Hive Beast emits a roar that knocks the mech across the canyon again. Use the propeller to cut through the incoming projectiles and close the gap on it. Dodging the lone leg is a bit tougher, as it will swing with a wider range. Approach the remaining leg on an angle, almost straight toward it, and dodge out of the way, toward the beast's head as soon as the Hive Beast lifts the leg to strike. Press the Execution button just as before to sever this second leg. Defenseless and limp, the Hive Beast is ready to be slain. Approach its head and bury the propeller into its cranium.

Congratulations, you just completed *Gears of War 4*.

Multiplayer Basics

What's New to Multiplayer?

Gears of War 4 has a few key changes from the previous games in the series. There are new combat techniques that can be employed, new weapons to unleash on your foes, and there a few new multiplayer modes to experience.

NEW COMBAT TECHNIQUES

Yank–Pull—You can now yank and pull an enemy over a piece of cover to temporarily stun them.

Vault-Kick—Vault over a piece of cover without losing speed, kick your foe, and stun them.

Executions—You can now perform executions on stunned enemies to kill them instantly.

Competitive/Core Weapon Tuning—Two versions of tuning now inhabit *Gears of War* multiplayer. Core is the same experience that has existed in previous titles while Competitive has a few changes that require players to apply a little more skill to get kills. For a full break down check out the "Competitive VS Core Tuning" section.

NEW WEAPONS

A New *Gears of War* means new weapons! Be sure to check out the Multiplayer Arsenal chapter for complete weapon breakdowns. Here's a list of what's new:

Buzzkill— Fires saw blades that ricochet around the environment.

Dropshot—Shoots a hovering explosive round that can be dropped on enemies. Great for clearing out foes behind cover.

EMBAR—An energy based sniper rifle requiring a little bit of skill and timing to fire each shot.

Enforcer—A close range SMG style weapon, a nice substitute for a shotgun if used correctly.

Overkill—A fast firing shotgun used by DeeBees. The spread of the gun's projectiles increases when this gun is fired quickly.

Shock Grenade—When this grenade explodes, it damages enemies in the blast radius and leaves an area-of-effect on the ground that continues to hurt foes until it dissipates.

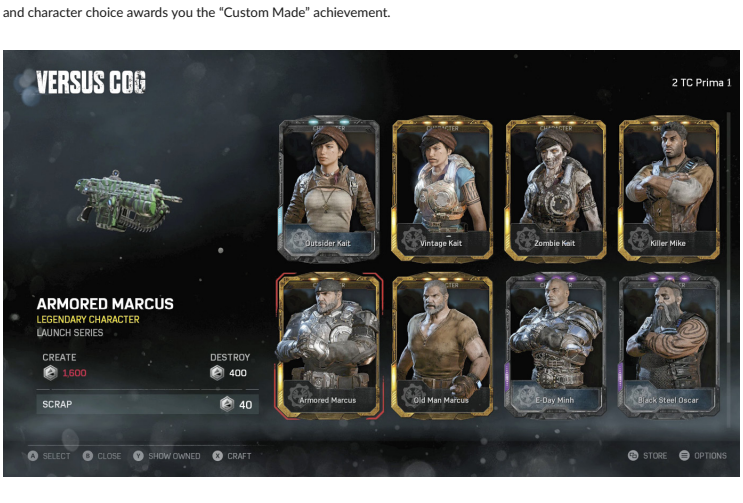
Multiplayer Basics

Getting Started

The following section will guide you on how to set up your character and choose a playlist.

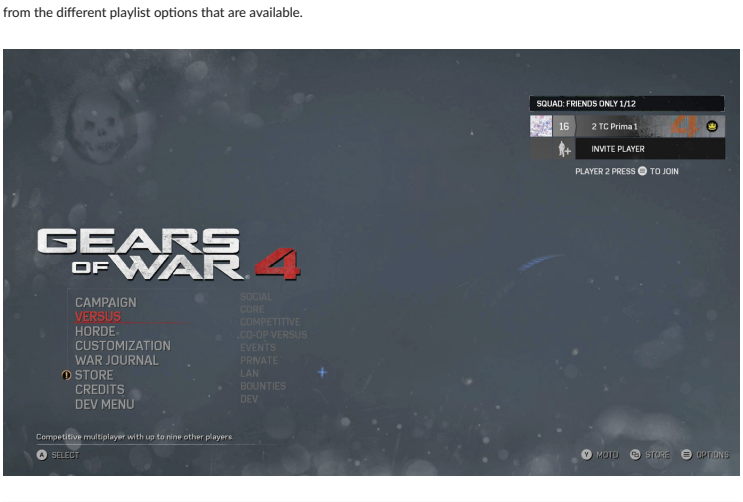
CHARACTER SETUP

Before beginning a match, you can adjust your COG or Swarm characters and their weapon skins in the Customization menu. These settings will act as your default choices when playing Versus games. Starting a match with a non-default weapon skin and character choice awards you the "Custom Made" achievement.

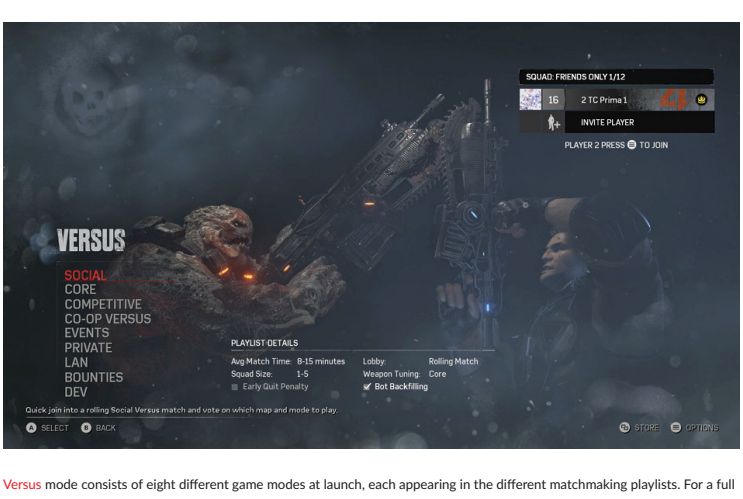

VERSUS COG
2 TC Prima 1
Outsider Kait
Vintage Kait
Zombie Kait
Killer Mike
Armored Marcus
Old Man Marcus
E-Day Minh
Black Steel Oscar
ARMORED MARCUS
LEGENDARY CHARACTER
LAUNCH SERIES
CREATE 1,600
DESTROY 400
SCRAP 40
SELECT
CLOSE
SHOW OWNED
CRAFT
STORE
OPTIONS

STARTING/FINDING A MATCH

You can access the Versus matchmaking options by selecting the mode from the Main Menu. You can then access and choose from the different playlist options that are available.


SQUAD: FRIENDS ONLY 1/12
16
2 TC Prima 1
INVITE PLAYER
PLAYER 2 PRESS TO JOIN
GEARS OF WAR 4
CAMPAIGN
VERSUS
HORDE
CUSTOMIZATION
WAR JOURNAL
STORE
CREDITS
DEV MENU
SOCIAL
CORE
COMPETITIVE
CO-OP VERSUS
EVENTS
PRIVATE
LAN
BOUNTIES
DEV
Competitive multiplayer with up to nine other players
SELECT

CHOOSING A PLAYLIST

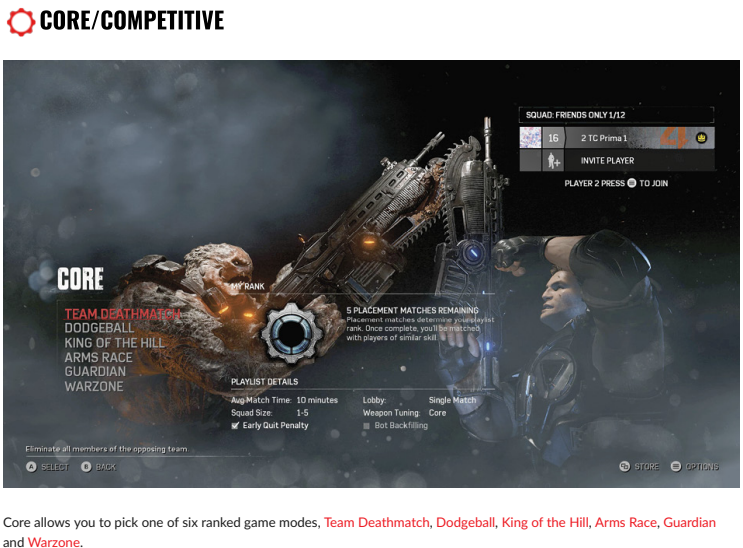

SQUAD: FRIENDS ONLY 1/12
2 TC Prima 1
INVITE PLAYER
PLAYER 2 PRESS TO JOIN
VERSUS
SOCIAL
CORE
COMPETITIVE
CO-OP VERSUS
EVENTS
PRIVATE
LAN
BOUNTIES
DEV
PLAYLIST DETAILS
Avg Match Time: 8-15 minutes
Squad Size: 1-5
Early Quit Penalty
Lobby: Rolling Match
Weapon Tuning: Core
Bot Backfilling
Quick join into a rolling Social Versus match and vote on which map and mode to play
SELECT
BACK
STORE
OPTIONS

Versus mode consists of eight different game modes at launch, each appearing in the different matchmaking playlists. For a full breakdown of the modes that are available, continue on to the Multiplayer Modes chapter in this guide.

SOCIAL

You can quick join a Social Versus match and immediately vote on the map and mode that you would like to play. There are no ranks in this mode, so you can play with friends without worrying about ruining your status. Completing five consecutive Social matches awards you with an Achievement, as well as the maximum consecutive match bonus.

CORE/COMPETITIVE


SQUAD: FRIENDS ONLY 1/12
2 TC Prima 1
INVITE PLAYER
PLAYER 2 PRESS TO JOIN
CORE
TEAM DEATHMATCH
DODGEBALL
KING OF THE HILL
ARMS RACE
GUARDIAN
WARZONE
MY RANK
5 PLACEMENT MATCHES REMAINING
PLAYLIST DETAILS
Avg Match Time: 10 minutes
Squad Size: 1-5
Early Quit Penalty
Lobby: Single Match
Weapon Tuning: Core
Bot Backfilling
Eliminate all members of the opposing team.
SELECT
BACK

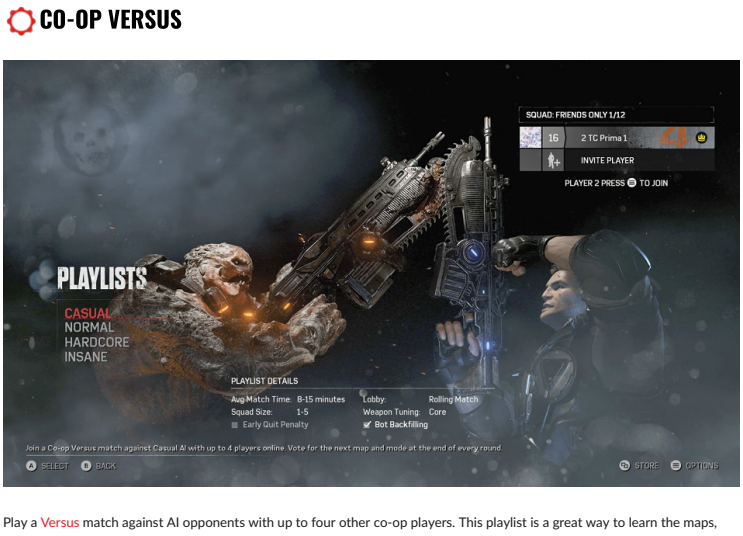
Core allows you to pick one of six ranked game modes, Team Deathmatch, Dodgeball, King of the Hill, Arms Race, Guardian and Warzone.

The Competitive option uses the Competitive Weapon tuning and only features Escalation and Execution as the available game modes.

RANKS

Each game mode in the Core and Competitive Playlists holds a separate rank. Ranks are awarded after completing five placement matches. The rank order from lowest to highest is as follows: Bronze, Silver, Gold, Onyx, and Diamond.

CO-OP VERSUS


SQUAD: FRIENDS ONLY 1/12
2 TC Prima 1
INVITE PLAYER
PLAYER 2 PRESS TO JOIN
PLAYLISTS
CASUAL
NORMAL
HARDCORE
INSANE
PLAYLIST DETAILS
Avg Match Time: 8-15 minutes
Squad Size: 1-5
Early Quit Penalty
Lobby: Rolling Match
Weapon Tuning: Core
Bot Backfilling
SELECT
BACK

Play a Versus match against AI opponents with up to four other co-op players. This playlist is a great way to learn the maps, without worrying about getting stomped by another veteran player. There are four difficulty levels that you can set the AI to play: Casual, Normal, Hardcore, Insane. There are also four different Achievements that can be awarded in this playlist.

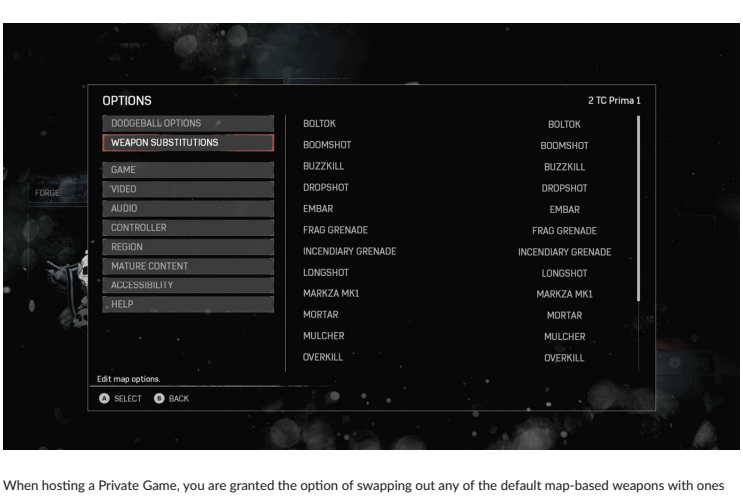
ACHIEVEMENT	DESCRIPTION
How's it Going to Work? Teamwork!	Win a Casual Co-op Versus match
Talent Gets Kills, Teamwork Wins Games!	Win a Hardcore Co-op Versus match
Teamwork Makes the Dream Work!	Win a Normal Co-op Versus match
To Go Fast, Go Alone. To Go Far, Go Together	Win an Insane Co-op Versus match

PRIVATE/LAN

Private and LAN (Local Area Network) matches allow you to control every option of the match you are about to play. Available options may change depending on the mode, but you can change between Core and Competitive tuning on any Game Mode.

Private Games can be played with other players on your Friends list, while LAN matches can only be played with other players connected to the same local network.

WEAPON SWAP

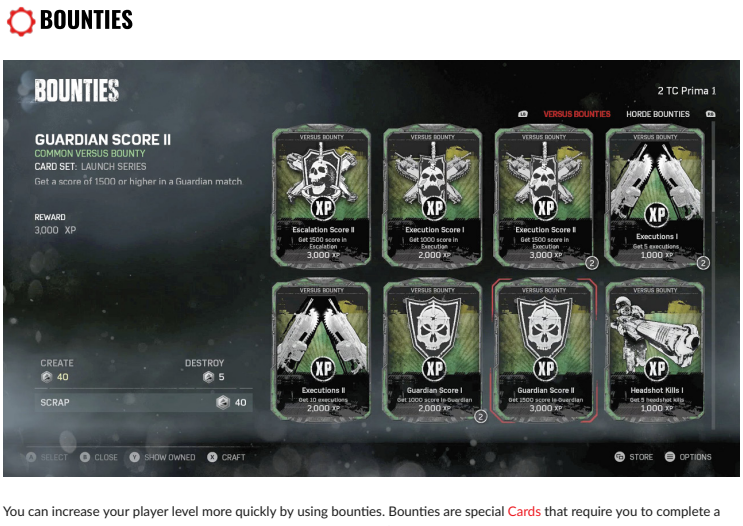

OPTIONS
2 TC Prima 1
DODGEBALL OPTIONS
WEAPON SUBSTITUTIONS
GAME
VIDEO
AUDIO
CONTROLLER
REGION
MATURE CONTENT
ACCESSIBILITY
HELP
BOLTOK
BOOMSHOT
BUZZKILL
DROPSHOT
EMBAR
FRAG GRENADE
INCENDIARY GRENADE
LONGSHOT
MARKZA MK1
MORTAR
MULCHER
OVERKILL
Edit map options
SELECT
BACK

When hosting a Private Game, you are granted the option of swapping out any of the default map-based weapons with ones of your choosing. For a full list of each map, including the map-based weapon options, be sure to check out the Multiplayer Maps chapter.

LEVELING UP

Getting kills, assists, and completing objectives are the main sources of experience in multiplayer. As you gain XP you'll find yourself leveling up. While there are no level specific unlocks, players will still be able to determine your overall amount of experience based on your player level. Obviously, it is better to have a higher player level than a lower one.

BOUNTIES


BOUNTIES
2 TC Prima 1
VERSUS BOUNTIES
HORDE BOUNTIES
GUARDIAN SCORE II
COMMON VERSUS BOUNTY
CARD SET: LAUNCH SERIES
Get a score of 1500 or higher in a Guardian match
REWARD
3,000 XP
Escalation Score II
Execution Score II
Execution Score II
Executions I
Executions II
Guardian Score I
Guardian Score II
Headshot Kills I
CREATE 40
DESTROY 5
SCRAP 40
SELECT
CLOSE
SHOW OWNED
CRAFT
STORE
OPTIONS

You can increase your player level more quickly by using bounties. Bounties are special Cards that require you to complete a certain challenge in a single match. Upon completing a bounty you'll be granted a good sum of XP. Harder bounties give you more XP than easier ones and the card won't disappear if you fail. You can continue using the card until you complete the designated bounty. To view a full list of bounties, check out the Cards chapter that is featured near the back of this guide.

RE-UP

Using the RE-UP feature allows you to keep your leveling experience fresh after hitting the max level. You can use the RE-UP feature by going to your war journal when your level is shown as a star. Simply press the Ⓧ button to complete the process.

RE-UP drops your XP back to 0 and increases your rank by 1.

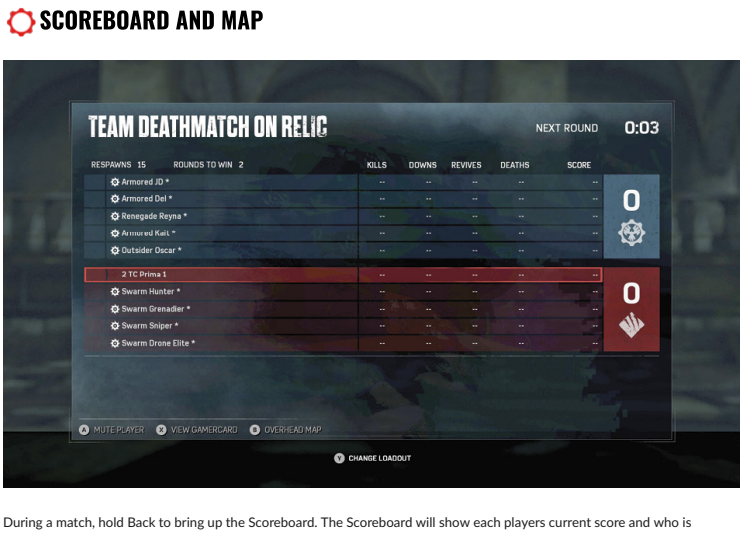
NOTICE:

All online values presented in this guide may be subject to change.

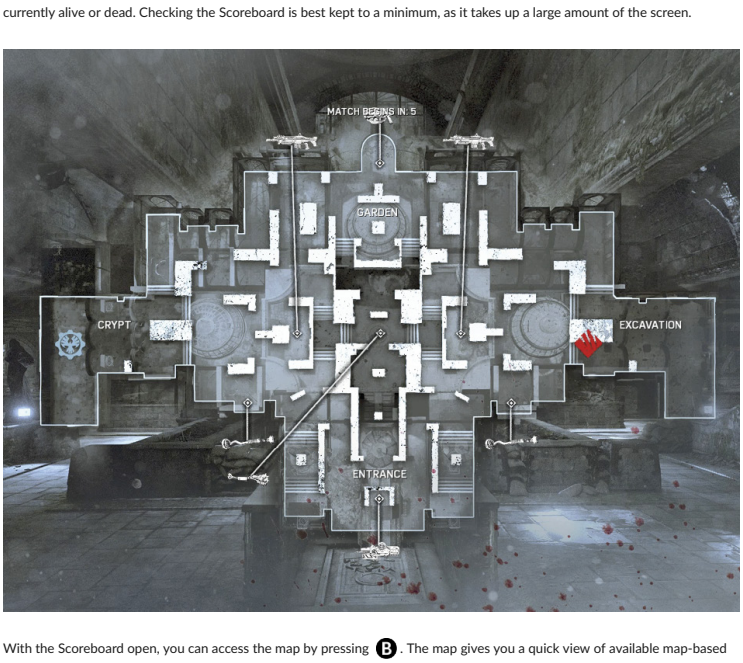
GAME AWARENESS

Awareness is the key to dominating the multiplayer battlefields of *Gears of War 4*. Luckily for you, the game helps you out by providing you a few tools to help keep you on top of the battle every round.

SCOREBOARD AND MAP


TEAM DEATHMATCH ON RELIC
NEXT ROUND 0:03
RESPAWNS 15
ROUNDS TO WIN 2
KILLS
DOWNS
REVIVES
DEATHS
SCORE
Armored JD
Armored Del
Renegade Reyna
Armored Kait
Outsider Oscar
2 TC Prima 1
Swarm Hunter
Swarm Grenadier
Swarm Sniper
Swarm Drone Elite
0
0
MUTE PLAYER
VIEW GAMERCARD
OVERHEAD MAP
CHANGE LOADOUT

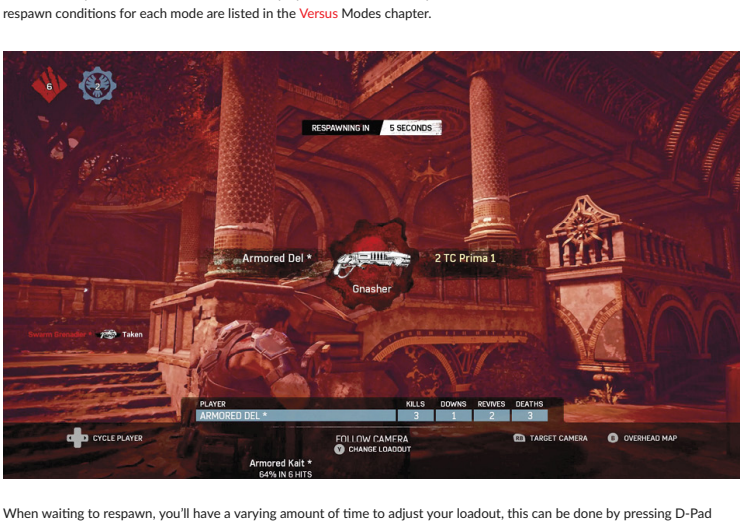
During a match, hold Back to bring up the Scoreboard. The Scoreboard will show each players current score and who is currently alive or dead. Checking the Scoreboard is best kept to a minimum, as it takes up a large amount of the screen.


MATCH BEGINS IN 5
GARDEN
CRYPT
EXCAVATION
ENTRANCE

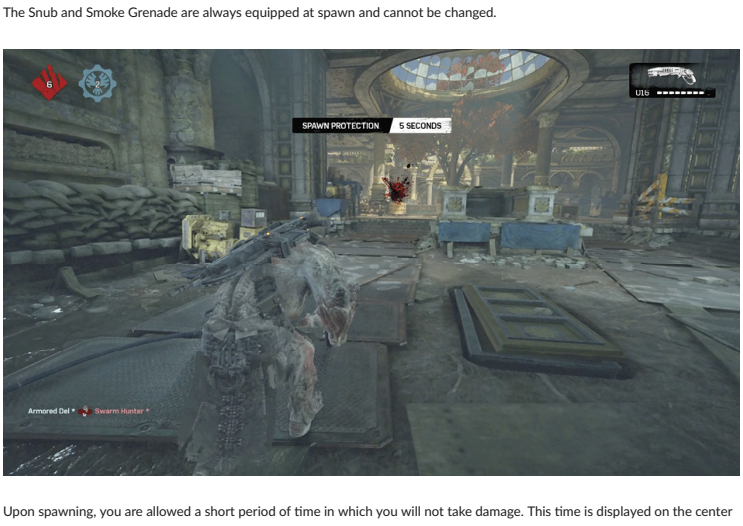
With the Scoreboard open, you can access the map by pressing Ⓑ. The map gives you a quick view of available map-based weapons, the current objectives, and the position of your teammates around the map. Enemies are not placed on the map, so you'll need to use your judgement to determine where the enemies are. Generally, if your teammates aren't in a certain area, that's where the enemies are. Use the map to check for holes in your team's defenses as you move across the map.

RESPAWNING

With the exception of Execution and Warzone, players are allowed to respawn when certain match conditions are met. All respawn conditions for each mode are listed in the Versus Modes chapter.


RESPAWNING IN 5 SECONDS
Armored Del
2 TC Prima 1
Gnasher
Taken
PLAYER
ARMORED DEL
KILLS
DOWNS
REVIVES
DEATHS
CYCLE PLAYER
FOLLOW CAMERA
CHANGE LOADOUT
TARGET CAMERA
OVERHEAD MAP
Armored Kait
64% IN 6 HITS

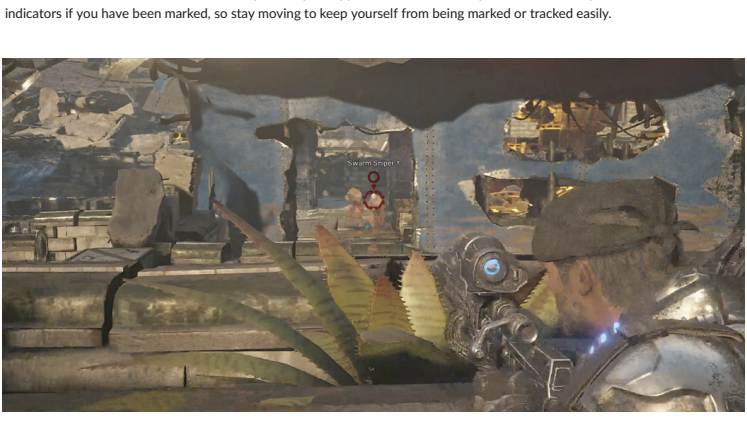
When waiting to respawn, you'll have a varying amount of time to adjust your loadout, this can be done by pressing D-Pad Left/Right. You may only swap you two primary weapon options between the Enforcer, Lancer, Hammerburst and the Gnasher. The Snub and Smoke Grenade are always equipped at spawn and cannot be changed.

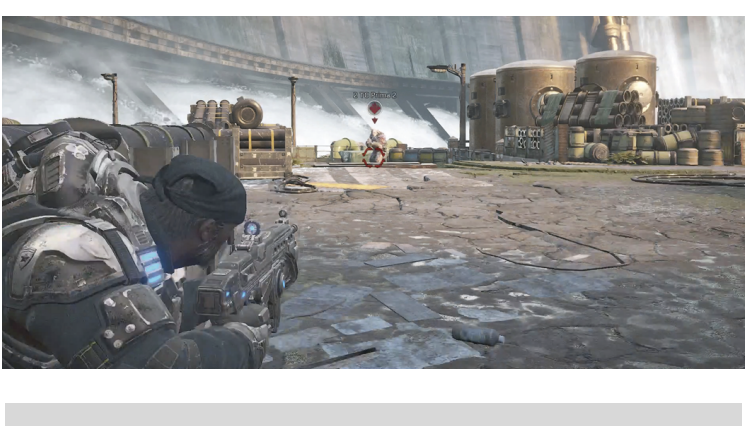

SPAWN PROTECTION 5 SECONDS
Armored Del
Swarm Hunter

Upon spawning, you are allowed a short period of time in which you will not take damage. This time is displayed on the center of the screen as spawn protection.

SPOTTING AN ENEMY

When aiming at an enemy, pressing Left Thumbstick marks your opposition for a short period of time. Players may only mark one enemy at a time, so try marking a different enemy if a teammate has already marked one to help your team even more. Marked enemies are not marked on the map. Once your opposition is marked, they are called out on your HUD. There are no indicators if you have been marked, so stay moving to keep yourself from being marked or tracked easily.



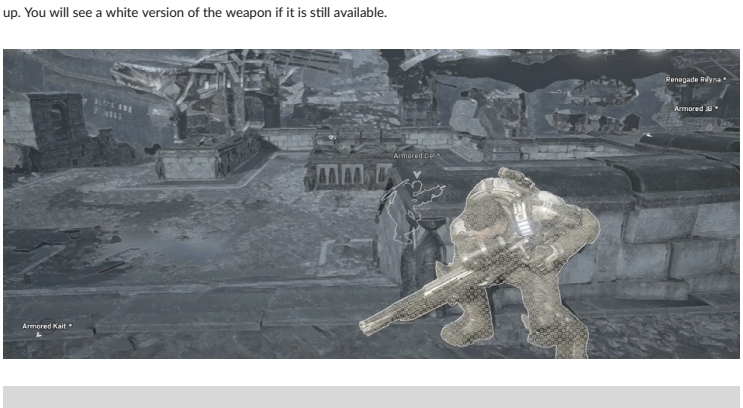


SPOT THE LEADER!

When playing Guardian, the team leader shows up with a different marker than the others. Keep marking enemies until you find the leader!!

TAC-COM

Press the Tac-Com button (Left Bumper) to toggle the Tac-Com mode. This mode enables you to quickly see the location of teammates and the map-based weapon locations. A grayed out version of the weapon appears if the weapon has been picked up. You will see a white version of the weapon if it is still available.


Renegade Reyna
Armored JD
Armored Kait

KEEP YOUR EYES OUT!

Watching the map-based weapon spawns at the beginning of the round is a great way to detect which direction the enemy team may begin pushing. If you see a weapon go gray, and your teammates are not nearby, you have a new target to hunt!

WEAPON PICKUP AND KILL NOTIFICATIONS

The lower-left corner of the screen is home to the Kill-Feed. In *Gears of War 4* this shows not only player kills and deaths, but also when a player picks up any map-based weapon. You can use this tool to keep an eye on who has what weapon without activating Tac-Com mode.

Outsider Oscar
2 TC Prima 1
2 TC Prima 1
Armored JD

GETTING AROUND

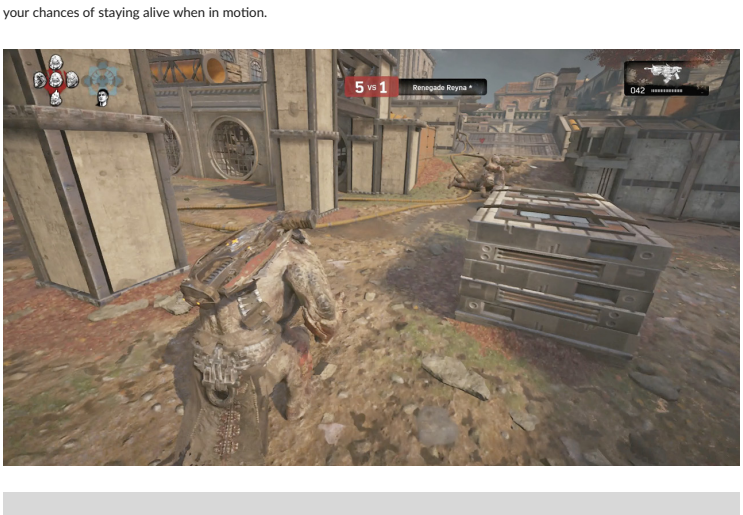
Moving with speed and purpose is important if you like staying alive in multiplayer. Always have your path planned before you begin moving to limit the amount of time you're exposed to enemy fire.

MOVEMENT

There are no changes in movement between single and multiplayer, use the Left Thumbstick to walk around the map. This style of movement is fairly slow and should only be used when actively engaging an enemy. This is the only speed of movement available when firing a weapon.

ROADIE RUN

Holding Ⓐ causes your character to take off in the direction you are aiming in a fast crouched run. You are unable to make sharp turns or fire your weapon while performing a roadie run. Using roadie run with other advanced movements increases your chances of staying alive when in motion.


5 vs 1
Renegade Reyna

IT'S A TRAP!

Be careful when roadie running for longer distances, as you could easily pass a few enemies that were concealed behind cover. You'll be out gunned and isolated from your team, so please, roadie run responsibly!

SENSITIVITY

In the Options/Controller menus you are granted to option of adjusting your sensitivity. This adjusts how quickly you can change the direction you are aiming. At the maximum setting you'll have the highest turning speed, giving you the advantage over your enemies with lower turning speed, as long as you maintain your accuracy.

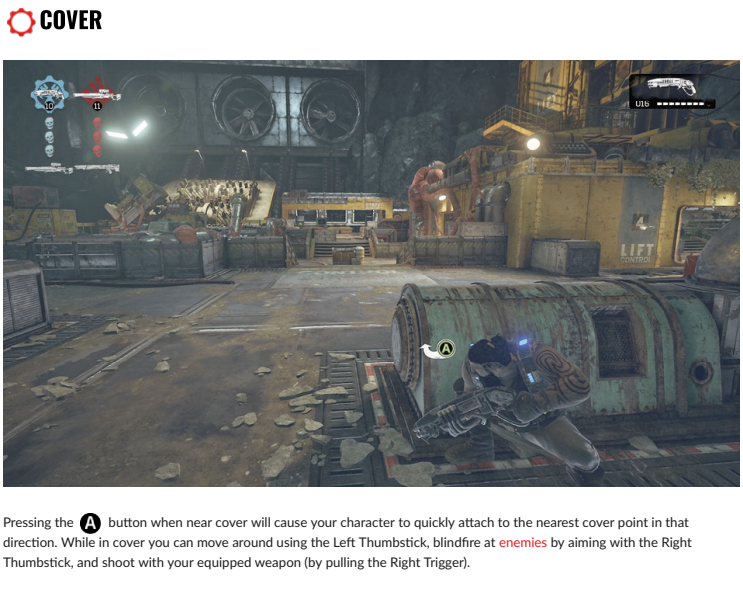
DODGE

While moving any direction, tap Ⓐ when not near cover, to quickly perform a combat roll in the same direction. Dodging is much more effective when your enemy is at a medium to long range. Pairing this with a roadie run by holding Ⓐ after the roll helps you get to cover or out of trouble quickly.

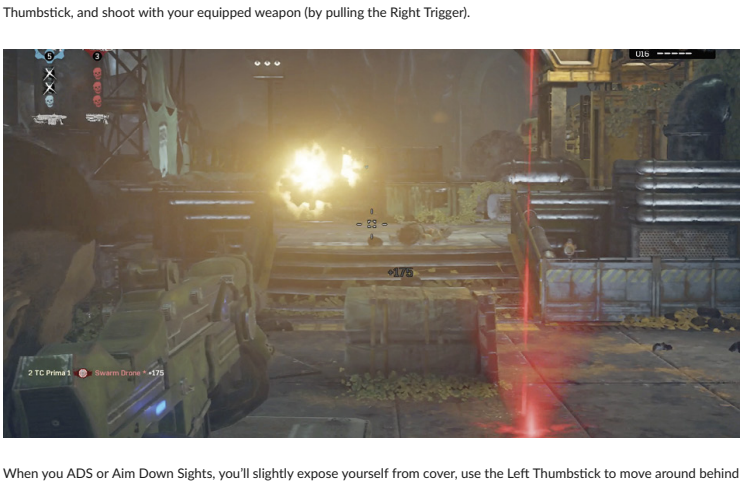
OMNIDIRECTIONAL EVADE

Omnidirectional evade is an option in the Controller Menu that allows you to roll in more than the four cardinal directions (Forward, Back, Left, Right).

COVER



Pressing the Ⓐ button when near cover will cause your character to quickly attach to the nearest cover point in that direction. While in cover you can move around using the Left Thumbstick, blindfire at enemies by aiming with the Right Thumbstick, and shoot with your equipped weapon (by pulling the Right Trigger).



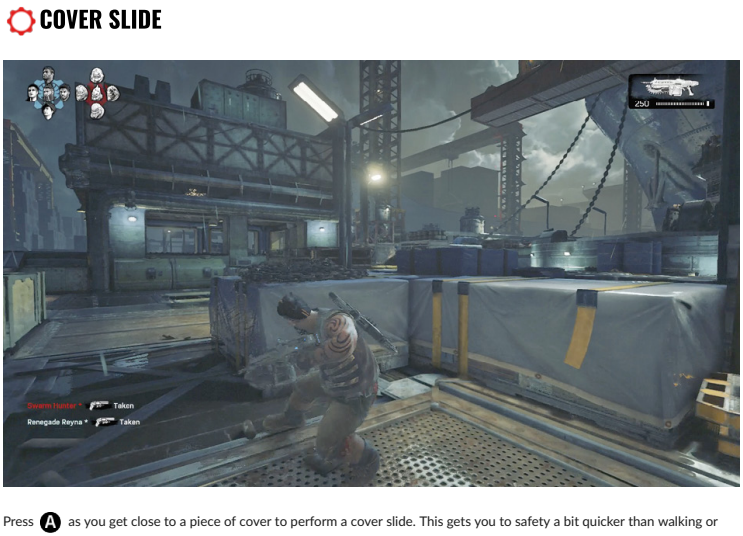
When you ADS or Aim Down Sights, you'll slightly expose yourself from cover, use the Left Thumbstick to move around behind cover after you fire a few shots to prevent other players from getting a good shot on you.

ADVANCED MOVEMENT

The table below lists some basic and advanced maneuvers that help you evade any enemy and put you in an advantageous position on the battlefield.

COMMAND	ACTION
Roadie Run	Hold Ⓐ
Right-Angle Turn	While roadie running, tap and hold Ⓐ while pointing the Left Thumbstick left or right
180-Degree Turn	While roadie running, tap and hold Ⓐ while pointing the Left Thumbstick down
Cover Slide	Press toward a piece of cover and press Ⓐ
Cover Slide Cancel	During cover slide, press in the opposite direction of the slide
Cover Slip	Press forward with Left Thumbstick while at the edge of cover and press Ⓐ
Cover Swap	While in cover, point the Left Thumbstick toward another nearby piece of cover and press Ⓐ
Roll Switch	Continue to hold the Ⓐ button and a direction on the Left Thumbstick after performing a dodge
Strafe	Use the Left Thumbstick to move left to right while firing.
Roadie Strafe	Switch up your roadie run direction by releasing Ⓐ then pressing Ⓐ and Left Thumbstick in a different direction.

COVER SLIDE



Press Ⓐ as you get close to a piece of cover to perform a cover slide. This gets you to safety a bit quicker than walking or roadie running the complete distance. You can use this technique to quickly take cover at a location that you have passed. Simply aim back at that location and press Ⓐ to get into cover.

COVER SLIDE CANCEL

Canceling a cover slide is a great technique for confusing your enemies. Quickly cancel the cover slide by pressing the Left Thumbstick in the opposite direction of the slide to stop it. This allows you to take cover, dodge, or run in another direction.

WALL BOUNCING

Wall bouncing is a technique involving multiple cover slides and cancels that are chained together. This enables you to quickly move across the map while staying fairly close to cover. While using the wall bounce technique, you always have the option of stopping, sticking to a piece of cover, and shooting from your current position.

ROLL SWITCH

As previously mentioned, continuing to press Ⓐ after a dodge allows you to instantly run in a different direction. This can save your life if you find yourself rolling directly into the hands of an enemy.

COMBAT

This section discusses various combat techniques that you can employ to give you an edge with the weapons that you have at your disposal.

SKILL SHOTS

Skill shots are helpful tactics and aiming styles that take your *Gears of War* PvP game to the next level!

HARD AIM

Holding the Left Trigger in puts you in hard aim mode. Hard aim allows the player to enter ADS (Aim Down Sights) and provides a targeting reticule that is not normally visible. Your movement speed is reduced in this aiming mode, so it is best utilized against targets that are at medium to long range. It is a good idea to remain as still as possible while aiming this way, since any movement causes the targeting reticule to bloom. Hard aim is extremely effective with marksman weapons, such as the Longshot and the Lancer, but it can also be employed with shotguns to ensure more damage with a diminished pellet spread.

BLIND FIRE

Pulling the Right Trigger while the character is relaxed performs a blind fire. Blind fire is the shot that every Gears of War player needs to learn. It is the bread and butter of Versus mode. Most often used with shotguns, this shot allows the user to fire at opponents without running the risk of reduced movement. The user can strafe, roadie run, and wall bounce, all while timing blind fire shots correctly. Blind fire is the foundation for more skilled shots, since it's the quickest shot to pull off in combat.

POP SHOT

The pop shot is a method that dates back to the first *Gears of War*. Its purpose is to provide the player an exact spot for their shooting, similar to the hard aim, but without the complete loss in mobility. When you perform a pop shot, you briefly press Left Trigger, then Right Trigger in quick succession to pull your aim to the center of the screen. This makes the bullets fire from a more reliable stance that you can easily read—the center of the screen. What makes this shot so beneficial is it allows the user to not lose much mobility, since they will only be in the Aim Down Sights mode for a very short amount of time. Pressing the Left Trigger, then immediately pressing the Right Trigger within 0.5 seconds of pulling Left Trigger performs the pop shot.

REACTION SHOT

The reaction shot is the most hardcore skill shot, and the coolest for sure! With the use of this skill, you can shoot in any direction while you are coming out of a cover slip. This shot can be used to shoot opponents on the opposite ends of cover, and even shoot backwards. The main usefulness of this shot comes from how unpredictable players can be while using it. To perform a reaction shot, begin roadie running towards an edge of cover, enter the cover, immediately use a cover slip, while cover slipping rotate the Right Analog Stick in the desired direction, and shoot.

BACK Ⓐ

Back Ⓐ is a fan favorite shot that was made popular in the most recent *Gears of War* game, *Ultimate Edition*. This shot allows you to blind fire while in cover, all while maintaining as much mobility and protection as possible. To perform the Back Ⓐ, you quickly blind fire from cover by pulling the Right Trigger, you exit cover by pulling back on the Left Analog Stick, then you re-enter cover, and repeat the process.

UP Ⓐ

Up Ⓐ is one of the easier to perform skill shots. The Up Ⓐ allows you to earn kills using cover slips without losing any momentum. This is a very effective shot that can be strung together with repeated uses. To perform the Up Ⓐ, begin roadie running towards the edge of a piece of cover, enter cover, without stopping—cover slip, shoot by pulling the Right Trigger, and continue roadie running.

LEFTY FLIP

An extremely handy tactic, the Lefty Flip allows players to negate the right hand advantage. In all *Gears of War* games the characters normally have their weapon located on the right side of their body. Making cover on a right handed wall very effective. This shot gives you the opportunity to switch the side that your character has their weapon on. If you Lefty Flip and stop aiming down the sights, your weapon goes back to your character's right side, since you can only lefty flip while holding the Left Trigger. To perform the Lefty Flip, enter left handed cover, aim down the sights by holding the Left Trigger, hold back on the left analog stick while still holding the Left Trigger, continue holding Left Trigger, and fire the weapon.

SLAP SHOT

One of the most underutilized shots. It allows a player to perform the pop shot while remaining hidden. While doing this, the player is free from taking damage, but can still get off an aimed round on an enemy. To perform the slap shot, enter the edge of cover, and begin aiming down the sights over the top of cover. Immediately after your character starts to aim over the top of cover, move the Left Analog Stick toward the edge of cover (as if you were going to peek out), fire the weapon, then immediately go back into cover. You can repeat this process over and over.

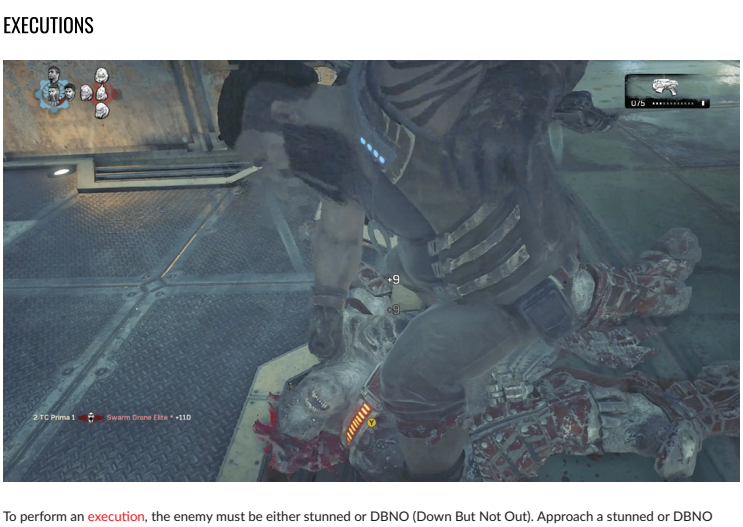
CLOSE QUARTERS COMBAT

When running around the smaller areas of the multiplayer maps, you may find yourself at very close range with an enemy while you have an empty or less than ideal weapon. Luckily for you, *Gears of War* gives you many options to continue the fight.

MELEE ATTACK

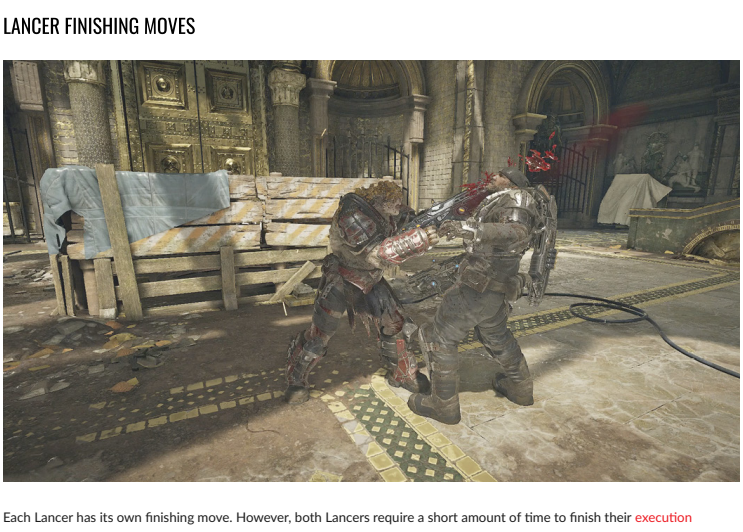
Pressing the Ⓑ Button unleashes a melee attack on your enemy. This should really only be used as a last resort, or as a finishing move on a downed enemy. Standard melee attacks will not kill an opponent who has full health and allows them ample time to shoot you while you swing your weapon at them.

EXECUTIONS



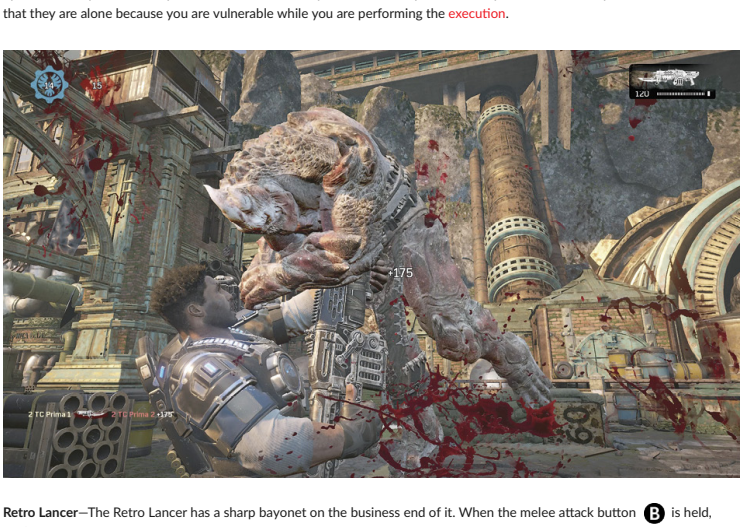
To perform an execution, the enemy must be either stunned or DBNO (Down But Not Out). Approach a stunned or DBNO enemy and hold the Execution button Ⓨ. The execution animation leaves you vulnerable, so only use this attack when there are no other enemies lurking around. Different weapons perform different types of executions, each of these actions take various amounts of time.

LANCER FINISHING MOVES



Each Lancer has its own finishing move. However, both Lancers require a short amount of time to finish their execution animation so you should make sure that you are in a one-on-one situation when you use these special attacks.

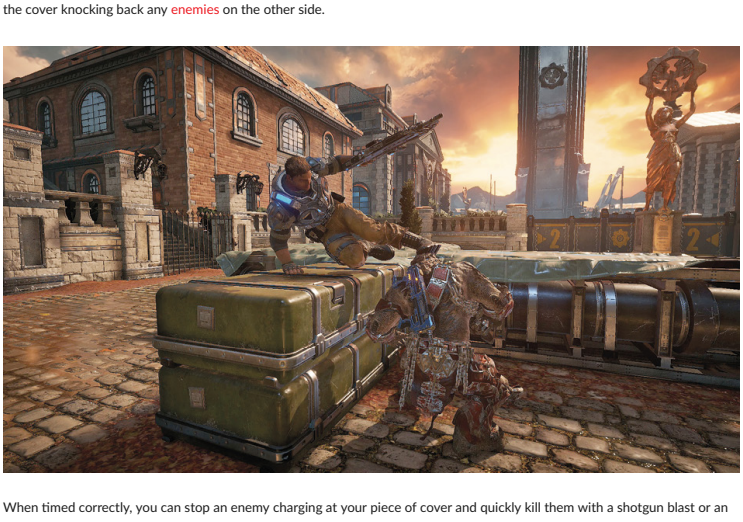
Lancer—The standard Lancer is available as a loadout weapon and it has a handy chainsaw available for more than just cutting down trees. To cut down an enemy hold down the melee attack button Ⓑ and you'll rev up the chainsaw for some bloody action. You are vulnerable while using the chainsaw on an enemy, and you cannot roadie run while your chainsaw is charged up. Make sure you use this special melee attack when you have the drop on an enemy from behind and you should make sure that they are alone because you are vulnerable while you are performing the execution.



Retro Lancer—The Retro Lancer has a sharp bayonet on the business end of it. When the melee attack button Ⓑ is held, you'll begin a bayonet charge in the direction of your foe. This charge is not indefinite like the roadie run. A short bar appears below the weapon at the beginning of the charge. While the indicator is white, a hit from your charge simply hurts an enemy and stops your run. When the bar turns red, a direct hit with the charge will kill the opponent and begins a short animation where you become vulnerable. Use this move to catch enemies who are alone and out in the open while they are moving between pieces of cover.

MANTLE KICK

When locked into shorter cover you will have the option to mantle it. Press the Left Thumbstick forward and Ⓐ to leap over the cover knocking back any enemies on the other side.

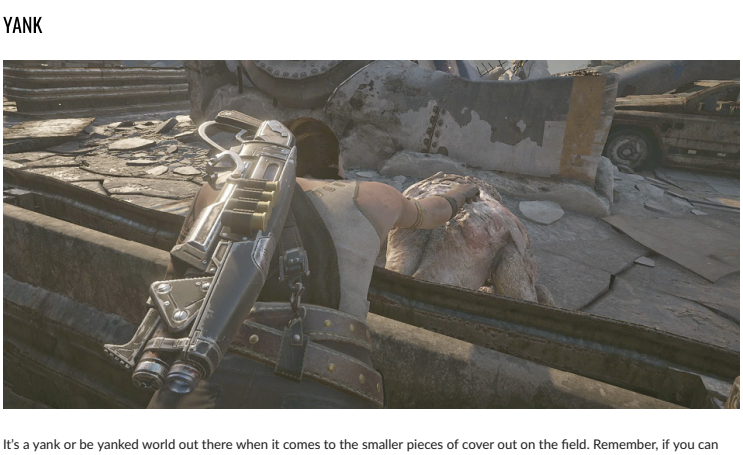


When timed correctly, you can stop an enemy charging at your piece of cover and quickly kill them with a shotgun blast or an execution move while they are stunned.

VAULT-KICK

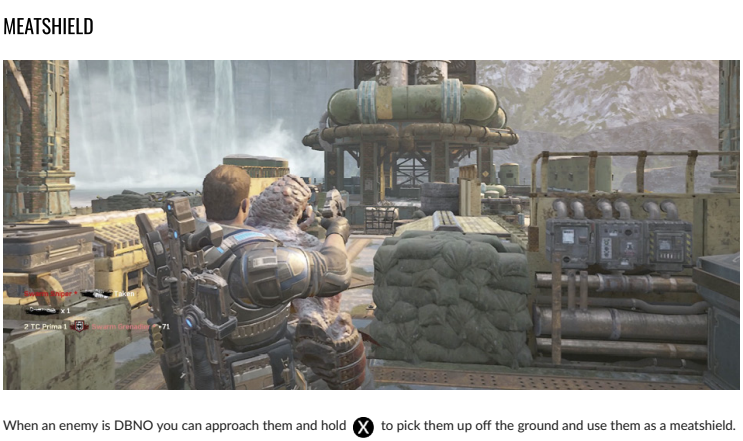
Vault-kicking is a lot like mantle-kicking, but you don't need to take cover before leaping to kick an enemy. When you're performing a roadie run near a piece of short cover in front of you, press Ⓑ to jump over the cover and knock back any enemy that may have been seeking refuge there.

YANK



It's a yank or be yanked world out there when it comes to the smaller pieces of cover out on the field. Remember, if you can yank an enemy, they can yank you. To perform a yank, hold the Left Thumbstick forward and press Ⓧ to pull an enemy over a small piece of cover. Once you've pulled them, they are stunned for a short moment allowing you to perform an execution or blast them with your Gnasher.

MEATSHIELD



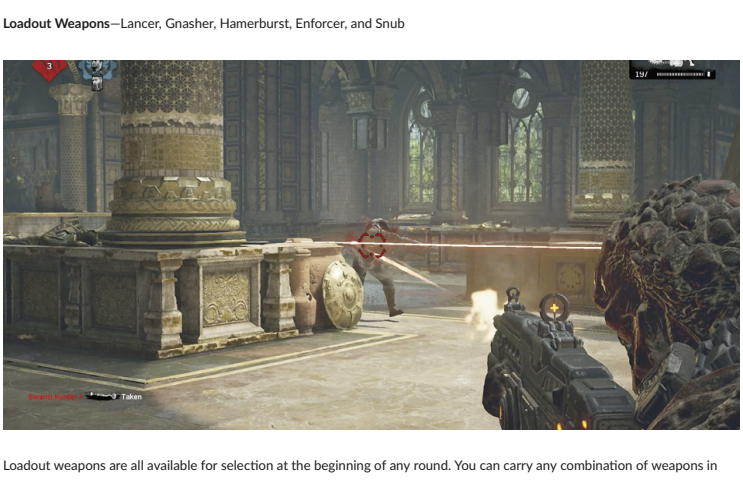
When an enemy is DBNO you can approach them and hold Ⓧ to pick them up off the ground and use them as a meatshield. While you are holding a meatshield, you can only use your pistol. Picking up a meatshield instantly kills the enemy that you performed the maneuver on. This means that they can come back and kill you after they have respawned, while you are still holding their dead body as a shield. If you have a grenade handy, you can press D-pad Up to attach your grenade to the meatshield and kick them forward a few feet toward any nearby enemies. This makes a great lethal distraction that can help you get away from your opposition if you are outgunned.

WEAPONS

Gears of War 4 features a diverse set of weapons to tear apart your foes. There are four base types of weapons in multiplayer mode each offering varying levels of destruction.

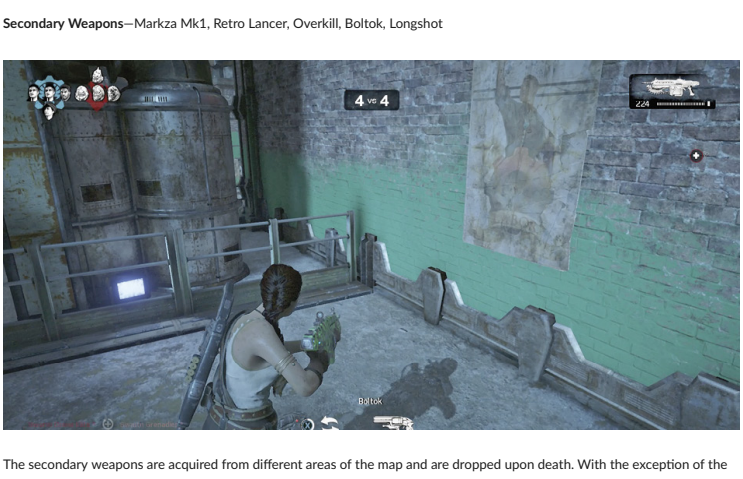
WEAPON TYPES

Loadout Weapons—Lancer, Gnasher, Hamerburst, Enforcer, and Snub



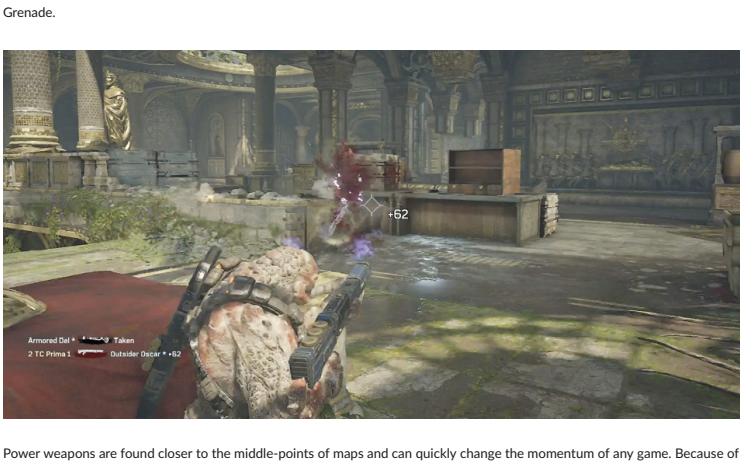
Loadout weapons are all available for selection at the beginning of any round. You can carry any combination of weapons in your primary weapons slots, but the Snub Pistol is the only option for the one-handed weapon slot.

Secondary Weapons—Markza Mk1, Retro Lancer, Overkill, Boltok, Longshot



The secondary weapons are acquired from different areas of the map and are dropped upon death. With the exception of the Boltok, these weapons replace a weapon in your primary weapons slot. Secondary weapons always have mirrored spawn placements on maps. They are generally located closer to the player spawn areas. This allows two of these weapons to be used in combat at any given time.

Power Weapons—Buzzkill, EMBAR, Torque Bow, Dropshot, Boomshot, Frag Grenade, Incendiary Grenade, and Shock Grenade.

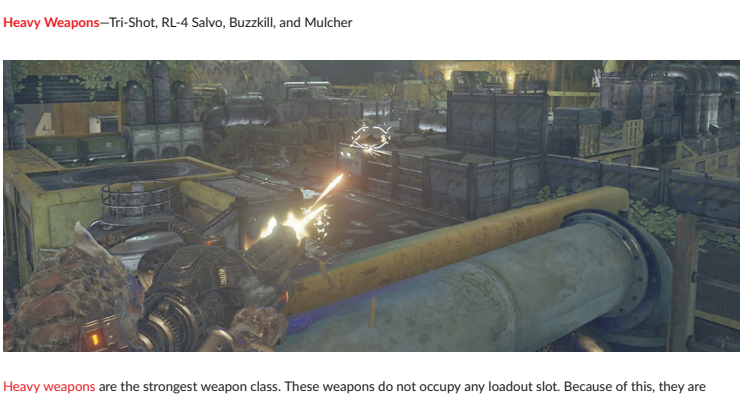


Power weapons are found closer to the middle-points of maps and can quickly change the momentum of any game. Because of this, the areas where these weapons spawn become vicious combat fronts where a good deal of action happens. While the weapons in this class act much like the others—they inhabit your primary weapon slots and they drop from you upon death—the grenades take the place of your currently equipped grenade in the grenade slot.

GRENADE PICKUPS

Grenades picked up from the power weapon locations contain two grenades, giving you the maximum number of grenades. A maximum of two grenades of the same type can be held at a time. Picking up a single grenade of a different type forces the player to drop all of their currently equipped grenades.

Heavy Weapons—Tri-Shot, RL-4 Salvo, Buzzkill, and Mulcher



Heavy weapons are the strongest weapon class. These weapons do not occupy any loadout slot. Because of this, they are dropped to the ground when you switch to a different weapon. The weapons in this class will need to be picked back up again before they can be fired. Heavy weapons can be fired from the hip or from an aimed mode—each of these options has advantages. Firing from the hip allows you to continue moving, but prevents you from making accurate shots on targets at a distance. When aiming, your character stops moving and aims the weapon with much greater accuracy. When near cover, the character places the weapon on the cover before firing it. However, if no cover is close by, the character crouches down and uses the ground to balance the heavy weapon's recoil.

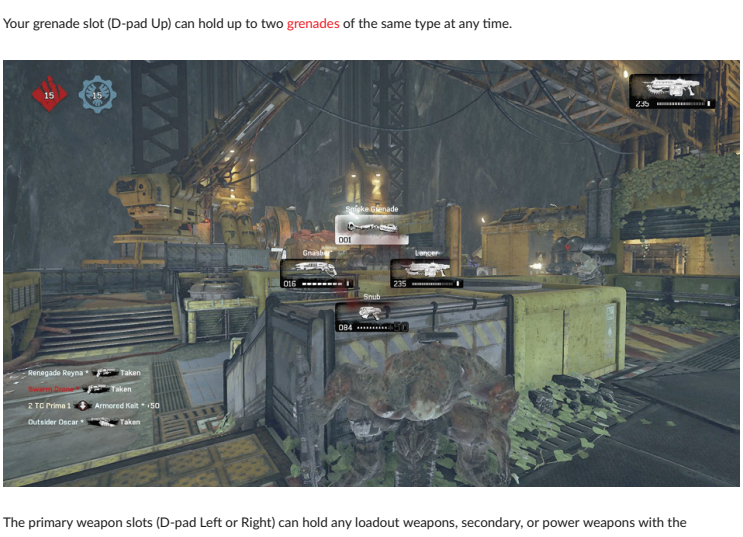
ACTIVE RELOADS

Only one heavy weapon, the Buzzkill, can be actively reloaded. The Tri-Shot and Mulcher have a cooldown in place of the active reload bar. This bar clears slowly when not firing the weapon and faster when the reload button is held. The RL-4 Salvo does not have a reload option and can be fired continuously until the weapon is empty.

SWITCHING WEAPONS

Your loadout consists of four different slots, each restricted to certain types of weapons.

Your grenade slot (D-pad Up) can hold up to two grenades of the same type at any time.

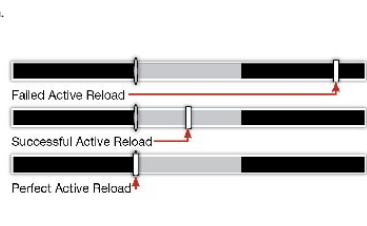


The primary weapon slots (D-pad Left or Right) can hold any loadout weapons, secondary, or power weapons with the exception of grenades and pistols. To pick up a new weapon for your primary slots, you must have a primary weapon equipped. It will be traded for the weapon on the ground.

Only two weapons can inhabit your pistol slot (D-pad Down). The Snub is always the first weapon you will have equipped. This gun can be replaced by the Boltok, a secondary weapon, which is only found on maps while playing the game.

COMPETITIVE ACTIVE RELOAD

Using Active Reload properly is one of the most important factors in winning a firefight with foes. You can perform an Active Reload by tapping the reload button RB, and then tapping it again when the bar scrolls across the white areas on the black bar that appears under the weapon.


Failed Active Reload
Successful Active Reload
Perfect Active Reload

To perform a Perfect Active Reload, press the reload button RB when the bar scrolls onto the static white bar on the reload bar. While you can always perform an Active Reload, Perfect Active Reloads require a short cooldown period per gun, this can be tracked by the small column next to your ammo. When full you'll be allowed to perform another Perfect Active Reload. A Perfect Active Reload can be used to gain a damage boost with your selected gun in multiplayer.

QUICKLY CHECKING YOUR PERFECT ACTIVE RELOAD STATUS

The current status of your Active Reload can be checked from the weapon swap screen. Simply press and hold the button to select any of your current weapons and note the small icon underneath the weapon. You do not need to have the weapon equipped for the cooldown timer to count down.

COMPETITIVE VS CORE TUNING

New to *Gears of War 4* is Competitive Tuning. This new tuning sports a few differences when matched up against the older Core Tuning. Competitive Tuning is not a replacement for Core Tuning, allowing you the option to still play *Gears of War* multiplayer the way you grew to love it.

The key differences in Competitive Tuning are:

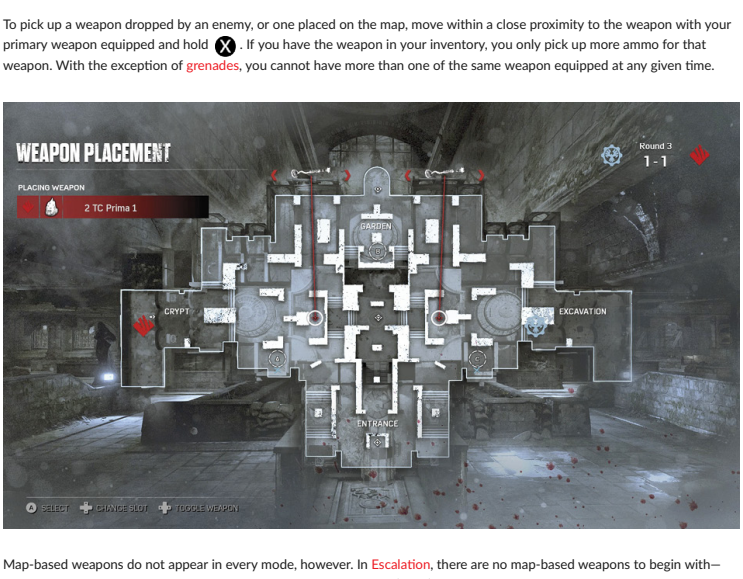
- Lower damage across all weapons
- No Auto Aim, bullet magnetism still active
- Higher damage bonus for a Perfect Active Reload
- Harsher penalty for failing an Active Reload
- Longer time between Active Reloads for Power Weapons

MAP-BASED AND DROPPED WEAPONS

Each of the ten maps in *Gears of War 4* has a specific set of weapons that appear each round. Depending on the map, these weapons switch every round, leaving certain weapons available on odd and even rounds. For the full list of each weapon and the round they appear on check out the Multiplayer Maps chapter.

Overkill
HOLD

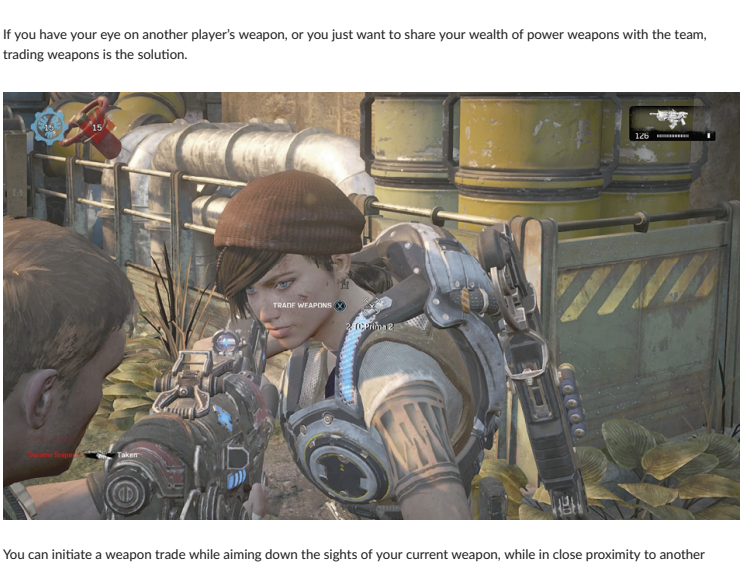
To pick up a weapon dropped by an enemy, or one placed on the map, move within a close proximity to the weapon with your primary weapon equipped and hold Ⓧ. If you have the weapon in your inventory, you only pick up more ammo for that weapon. With the exception of grenades, you cannot have more than one of the same weapon equipped at any given time.


WEAPON PLACEMENT
PLACING WEAPON
2 TC Prima 1
Round 3
1-1
GARDEN
CRYPT
EXCAVATION
ENTRANCE
SELECT
CHANGE SLOT
TOGGLE WEAPON

Map-based weapons do not appear in every mode, however. In Escalation, there are no map-based weapons to begin with—the weapons are simply placed every round by the Team Captain or (MVP) of the losing team each. In Arms Race, the map-based weapons are replaced by ammo pickups.

TRADING WEAPONS

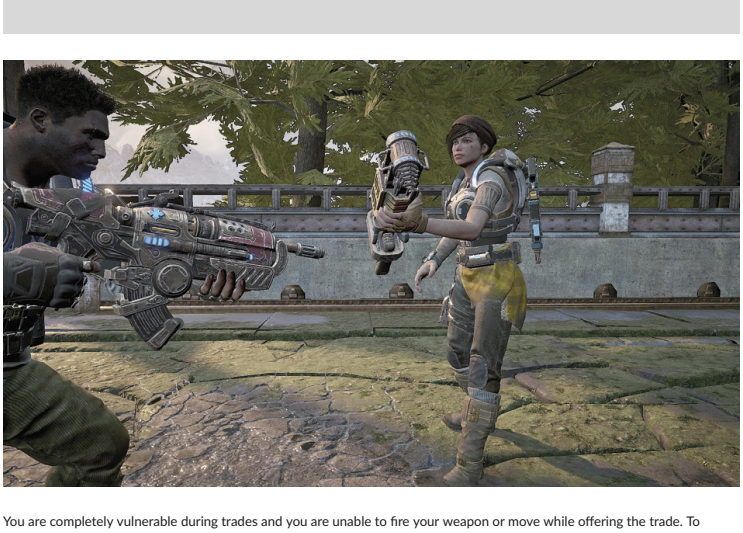
If you have your eye on another player's weapon, or you just want to share your wealth of power weapons with the team, trading weapons is the solution.


TRADE WEAPONS

You can initiate a weapon trade while aiming down the sights of your current weapon, while in close proximity to another player. A small indicator appears behind the player and allows you to activate a trade by pressing the trade button Ⓧ.

WEAPON SWAP MEET

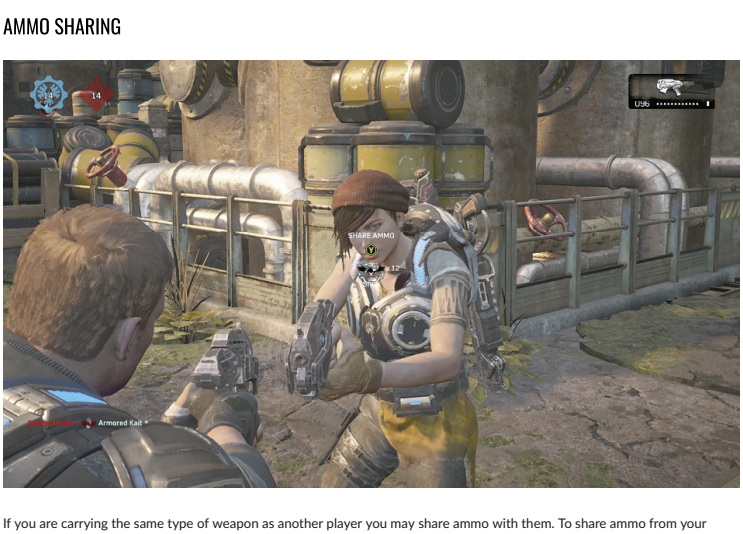
In order for the weapon swap option to appear, both players must have one of their two primary weapons equipped.



You are completely vulnerable during trades and you are unable to fire your weapon or move while offering the trade. To cancel the trade press Ⓑ and you'll be able to move and fight again. When accepting a trade, the weapon and its remaining ammo will be visible. Accepting the trade will swap your currently equipped weapon for the weapon of the other player.

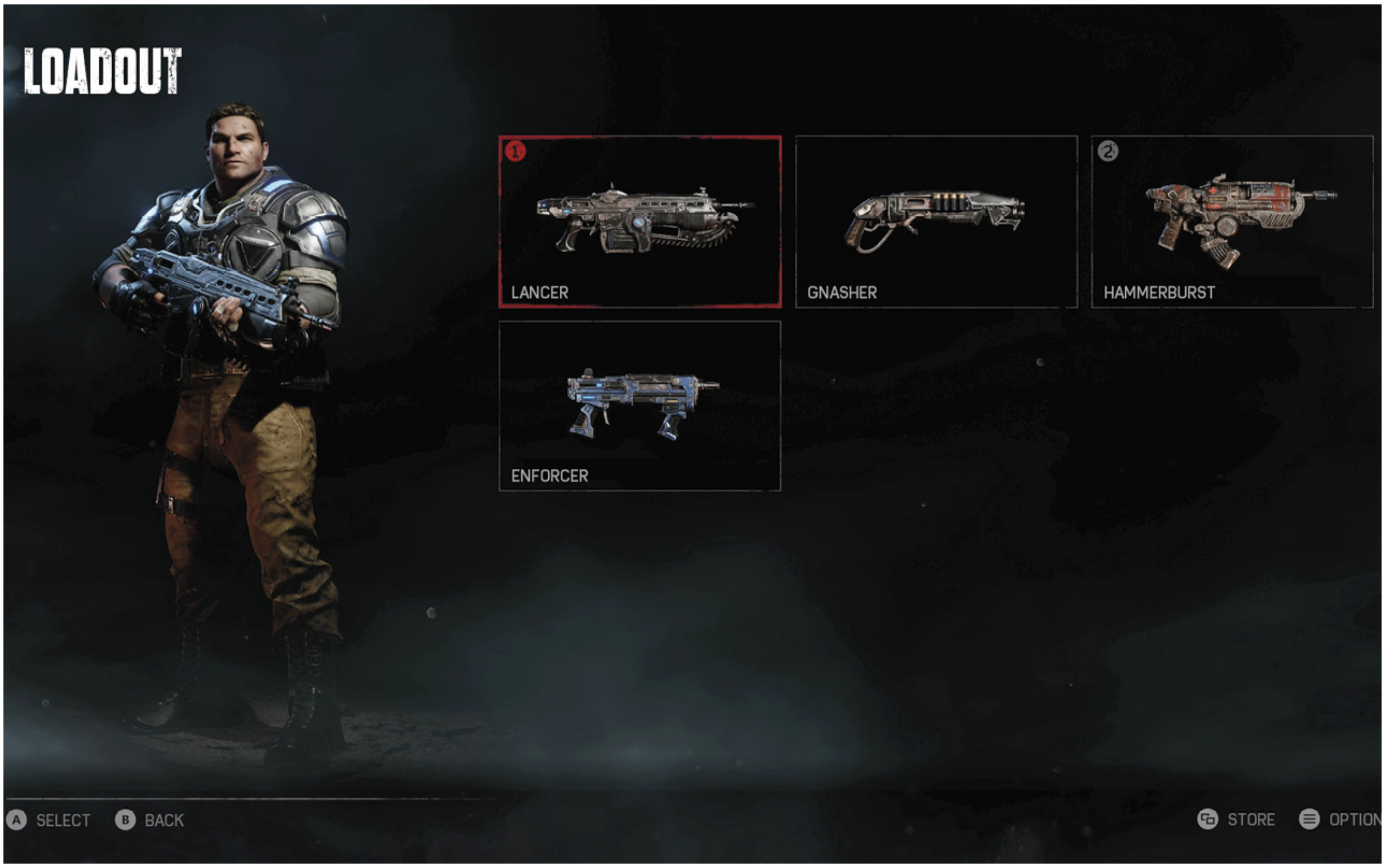
Grenades and pistols cannot be traded.

AMMO SHARING


SHARE AMMO
Armored Kait

If you are carrying the same type of weapon as another player you may share ammo with them. To share ammo from your currently equipped weapon, aim down the sights at a player within melee attack range and press the ammo share button Ⓨ to force your ammo into the other players inventory—this is only possible if they have the same type of weapon. The same weapon does not have to be equipped to give or receive ammo, the only requirement is having the same weapon in your inventories.

Overview



As in all shooters, weapon selection is extremely important in *Gears of War*. Fights take place at all ranges; from the devastating lethality of the Gnasher at close range to the sniping ability of the Longshot, it is best to tailor your loadout to your abilities. Excel at sneaking up on others as you bounce between cover? Carry the Gnasher and a mid-range assault rifle.

Prefer fighting from a distance? Grab a Gnasher for defense and the Hammerburst. Then keep an eye out for the Longshot, Markza Mk1, or EMBAR and use cover to eliminate adversaries from afar. Be sure to watch your sides and rear, as you are vulnerable to attack.

Get the lowdown on each weapon in this chapter.

NO FRIENDLY FIRE

There is no friendly fire in *Gears of War 4*, but your own explosions and ricocheted saw blades will hurt.

Pistols

The pistol is your last line of defense. If you find yourself in a tough battle and both of your main weapons need to be reloaded, your pistol can save your life.

While the Snub pistol is always equipped, it can be replaced by the Boltok, a stronger revolver-style pistol.

When using a meatshield, you will automatically pull out your default pistol.

BOLTOK

The Boltok is a revolver-style pistol that deals a high amount of damage.

Slot: Pistol

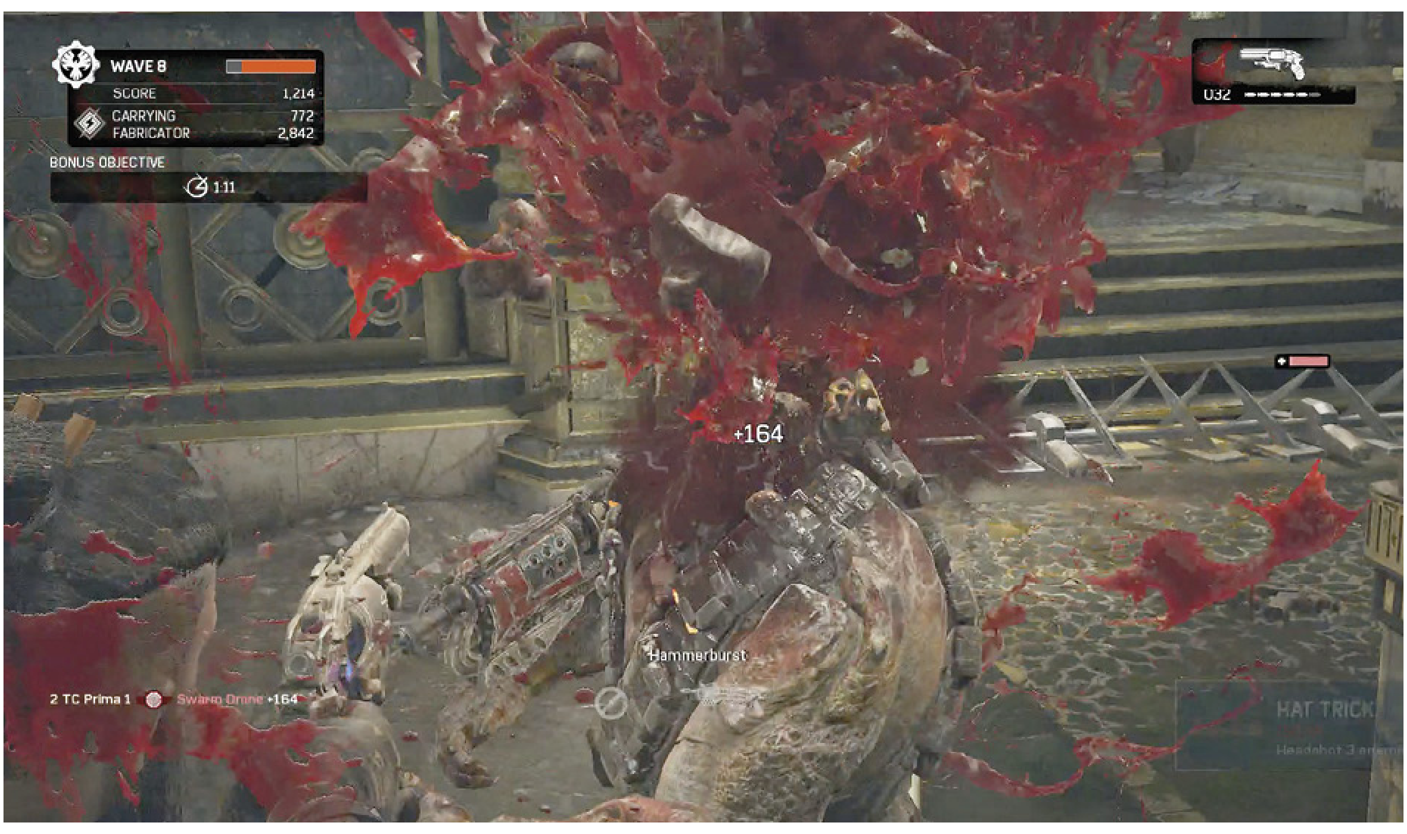
Trigger Type: Semi-Auto

Versus Availability: Dam, Forge, Gridlock, Harbor, Lift, Reclaimed

Horde Availability: Heavy Class, Swarm Grenadier

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	Medium	High	120	6	42	10 seconds	High



The Boltok is the strongest pistol in terms of damage and effective range. Unlike the Snub, the Boltok cannot be equipped and must be either purchased from the Fabricator or found on the map.

Headshots from the Boltok are capable of instantly killing an enemy at lower health. This ability takes this pistol from a simple backup weapon to a killing machine that can replace one of your loadout weapons.

SNUB

The Snub Pistol is the standard-issue sidearm, available in all modes except Arms Race.

Slot: Pistol

Trigger Type: Semi-Auto

Versus Availability: Loadout Selection

Horde Availability: Scout Class, Sniper Class, Soldier Class

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Medium	High	Low	625	12	132	11 seconds	Medium

1:31
Renegade Keyna
2 TC Prima 1 +50
x 1
2 TC Prima 1 Swarm Sniper +75

Don't forget about the Snub! If you find yourself with only close-range weapons equipped, the Snub can be used to accurately engage or suppress an enemy that is at a distance. It's best used at short range where accuracy is less of a factor, allowing you to fire rapidly and increase your damage with the weapon. When a Perfect Active Reload is completed, you'll gain an increased fire rate, which, again, only really benefits you at close range.

The Snub is your default weapon and will always be equipped at the start of the match. There is currently only one other weapon that can replace the Snub, the Boltok, and it is found on certain maps within each multiplayer map or purchased from the Fabricator.

Multiplayer Arsenal

Assault Rifles

Assault rifles are the most commonly used weapons in the beginning of the match due to their medium-range dominance. They are your first line of defense against enemies' aggressive rushes, giving you the ability to kill them as they come running.

When paired with a shotgun, you'll be ready for a threat from practically any range.

The only thing you'll need to watch out for is an enemy with a marksman rifle at the far end of the map. Try to stay hidden and blind-fire at them to prevent them from aiming accurately.

HAMMERBURST

The Hammerburst features a three-round burst, allowing accurate fire at medium range.

Slot: Primary

Trigger Type: Burst (three round)

Versus Availability: Loadout Selection

Horde Availability: Fabricator (LV 2), Swarm Drone

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	High	Medium	650	21	231	9 seconds	Medium

111
+110
+50
Armored JD *
2 TC Prima 1 Armored JD * +50
2 TC Prima 1 Armored JD * +110

The Hammerburst is arguably the most accurate assault rifle. Unlike the other two assault rifles, the Lancer and Retro Lancer, the Hammerburst does not have fully automatic fire. Instead it features a three-round burst that fires on every pull of the trigger.

The three-round burst makes the Hammerburst more effective at longer ranges, but when fired rapidly, it still has a punishing recoil. While the Hammerburst is not as common a choice as the Lancer as a loadout weapon, it is still good to have at least one on your team to counter weapons like the Longshot without the need of a map-based weapon.

LANCER

The Lancer assault rifle features a chainsaw to cut down close-range enemies.

Slot: Primary

Trigger Type: Auto

Versus Availability: Loadout Selection

Horde Availability: Soldier Class, Fabricator (LV 2), Swarm Drone Elite

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Medium	Medium	Low	550	50	500	12 seconds	Medium

The standard Lancer is available as a loadout weapon and has a handy chainsaw that can be used to cut down enemies.

While the Lancer excels at medium-range combat, it becomes less accurate at longer ranges, allowing suppressive fire of a target while you move into a better position. The Lancer can be used at close range, but it's real strength lies in the chainsaw attached to its underbarrel, allowing you to perform an execution on any target.

To cut down an enemy, hold down the Melee button Ⓑ and you'll rev up the chainsaw for some bloody action. You are vulnerable when chainsawing an enemy and cannot roadie run while your chainsaw is charged up, so use this when you have the drop on an enemy from behind and they are alone.

If another player attempts to use their chainsaw at the same time, you will both lock into a melee battle. To win this battle, you'll need to press your Melee button Ⓑ rapidly until you win, or get cut in half.

RETRO LANCER

The Retro Lancer deals generous damage and allows the player to Bayonet Charge.

Slot: Primary

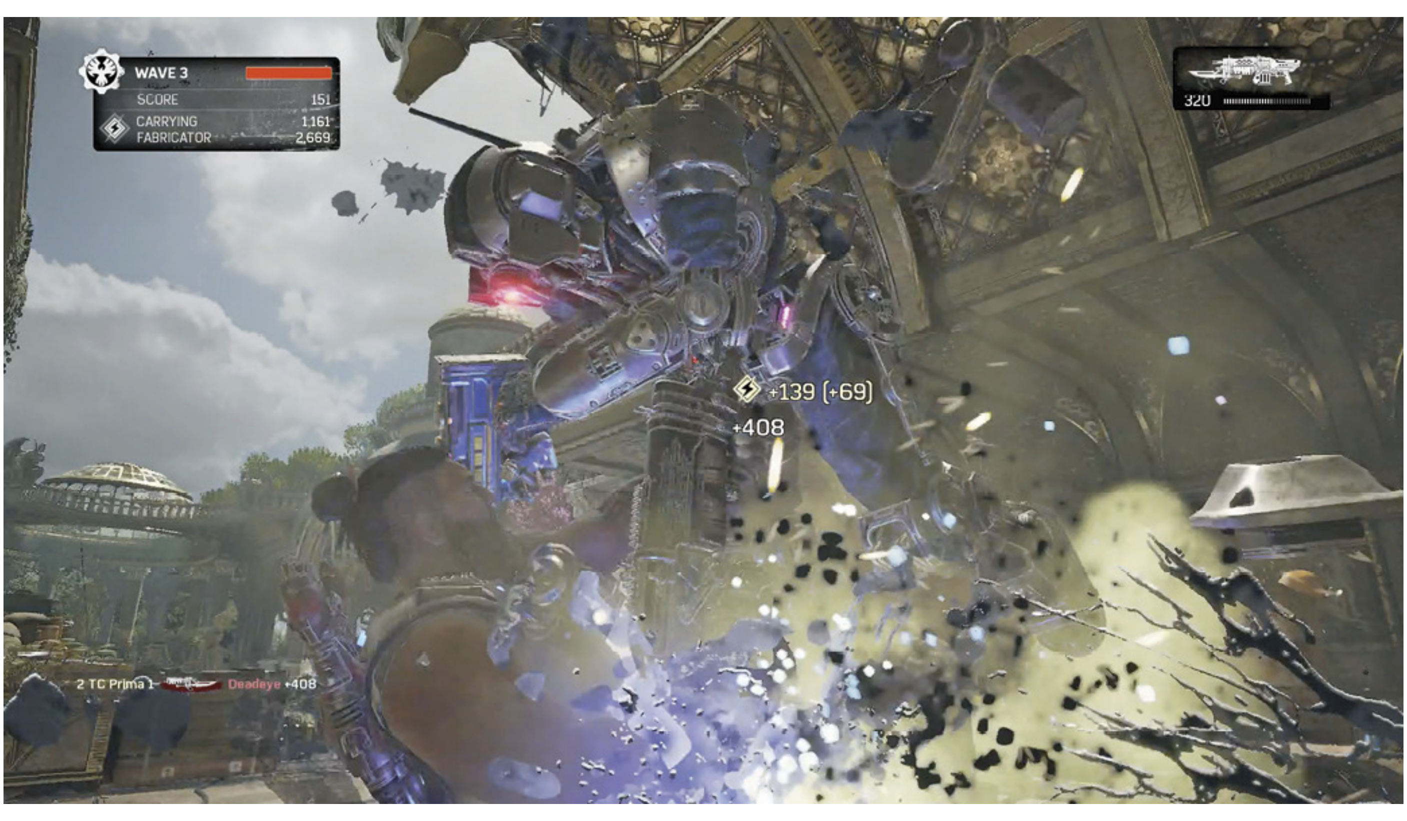
Trigger Type: Auto

Versus Availability: Dam, Forge, Reclaimed

Horde Availability: Heavy Class, Scout Class, Fabricator (LV 2)

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	High	High	450	20	220	15 seconds	Medium



The Retro Lancer deals more damage than its Lancer counterpart and features a sharp bayonet at the business end of the gun. The higher damage and lower rate of fire for the Retro Lancer make it weaker at close range. To balance this difference, it has two different types of melee attacks.

The first melee attack is achieved by just tapping the Melee button Ⓑ. This will cause you to swing your weapon and deal out a standard melee attack.

The second melee attack is the Bayonet Charge. A direct hit with a fully "charged" Bayonet Charge will execute any enemy you hit! When the Melee button Ⓑ is held, you'll begin a Bayonet Charge in the direction of the enemy. This charge is not indefinite like the roadie run. A short bar appears below the weapon at the beginning of the charge. While it is white, a hit from your charge will simply hurt an enemy and stop your run. When the bar turns red, a direct hit with your charge will kill an enemy, causing a short animation where you are vulnerable. Use this move to catch enemies who are alone and out in the open, moving between cover.

Multiplayer Arsenal

Submachine Guns

Submachine guns feature a fast fire rate, making them a great option for close-quarters-style combat. Only one gun fits into this weapon class—the Enforcer.

ENFORCER

The Enforcer features a high fire rate, making it great for short-range battles.

Slot: Primary

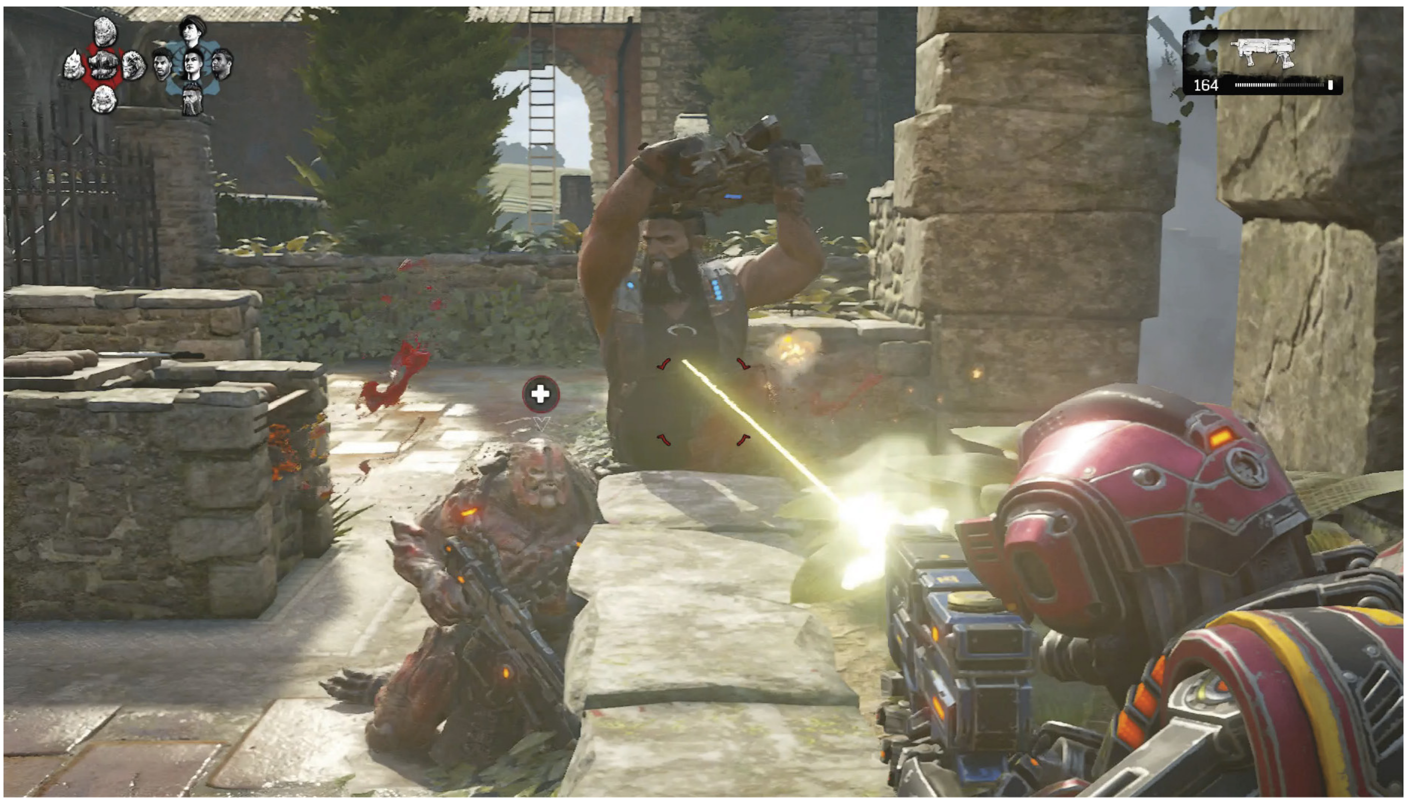
Trigger Type: Auto

Versus Availability: Loadout Selection

Horde Availability: Engineer Class, Fabricator (LV 2), Peace Maker

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Low	Low	Medium	1000	30	360	9 seconds	Low



The Enforcer is a great option for players who like to rush, but find themselves stuck outside the effective range of a shotgun. While you cannot instantly kill an enemy in a single shot, enemies will quickly be defeated by close-range fire, with or without headshots.

When behind cover with this weapon, be sure to start firing before your enemy gets too close. The Enforcer is no match for a skilled shotgun user at short range!

Multiplayer Arsenal

Shotguns

The Gnasher is consistently the weapon of choice in *Gears of War*, and it is unlikely to change. A well-placed shotgun blast at close range is extremely lethal. If you're unfamiliar with the prowess of the Gnasher, it may be worth your time to try it out. The Overkill is a newer weapon and offers a big alternative to the usual shotgun, though it is rare in multiplayer modes.

GNASHER

Lethal, short-range shotgun that instantly kills when up close.

Slot: Primary

Trigger Type: Auto

Versus Availability: Loadout Selection

Horde Availability: Engineer Class, Scout Class, Soldier Class, Fabricator (LV 2), Swarm Drone Elite, Swarm Grenadier

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Medium	High	60	8	48	16 seconds	N/A

WAVE 2
ENEMIES LEFT 4
SCORE 1,489
CARRYING 861
FABRICATOR 2,528
036
2 TC Prima 2
DR-1 Protector +583

The Gnasher is lethal in close combat. With eight shells available between reloads, decent accuracy at close to mid-range, and lethal damage up close, it has always been an extremely popular loadout choice in online matches. Therefore, it is a great idea to get familiar with the weapon, not just in its handling, but how to effectively move around the map and get within range of your opponents.

Always be aware of your surroundings, as players quickly slip in and out of cover and can take you down with one shotgun blast. Ready the Gnasher whenever moving through tight areas, keeping it reloaded anytime you are not engaged with an enemy.

Close combat is very common in many multiplayer modes, so always consider equipping the Gnasher. The Enforcer also does a decent job at close range, but a lethal shot from the Gnasher beats the submachine gun nearly every time. Engineers, scouts, and soldiers all carry the Gnasher in Horde mode, though it is also easily found when fighting the Swarm infantry.

OVERKILL

Short- to mid-range shotgun that fires a wider spread the quicker it is shot.

Slot: Primary

Trigger Type: Reactive (Press/Release)

Versus Availability: Lift, Forge

Horde Availability: Fabricator (LV 2), DR-1 Protector

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Medium	High	300	4	32	20 seconds	Medium

New to the *Gears of War* series, the Overkill doesn't have the stopping power of the Gnasher, but it is more effective at a longer range. The heavy shotgun fires a shell when the trigger is pulled and as it is released. Therefore, in some instances it is worth holding down the trigger between targets. Firing the shotgun faster causes the spread to increase in size, great for close combat, but it makes the gun less accurate for longer distances. Unless weapon substitution has been modified, the Overkill is only available as a pickup on Lift. In Horde, it can be found after taking down a DR-1 Protector.

Multiplayer Arsenal

Marksman Rifles

Marksman rifles are great for keeping enemies pinned down on their side of the map. Once you've secured a marksman rifle, your lethal reach on the map drastically increases. Use this to your advantage by picking off enemies that are going for another map-based weapon.

EMBAR

The EMBAR is an energy-based weapon that fires piercing shots, great at long distance.

Slot: Primary

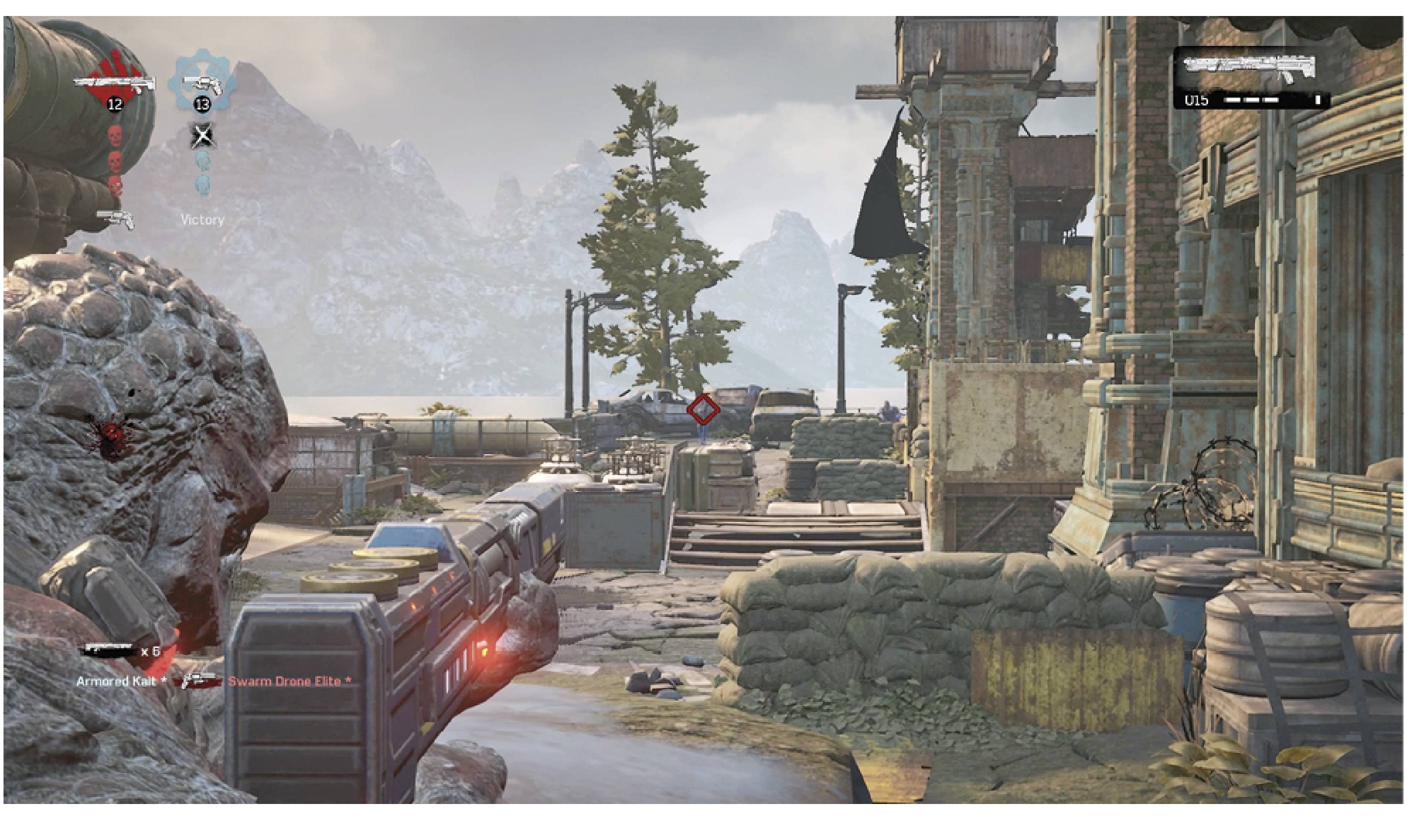
Trigger Type: Semi-Auto (Charge)

Versus Availability: Dam, Fallout, Harbor, Reclaimed, Relic

Horde Availability: Fabricator (LV 2), Deadeye

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Very High	Medium	60	3	15	15 seconds	Very High



The EMBAR is a fairly tricky weapon to learn, but will reward players who master it. To fire the EMBAR, hold down the Fire button (Right Trigger) until the weapon charges. While the weapon is charging, your crosshair will slowly pull itself together into a diamond shape. Once it has fully locked into its shape, you have a short window of opportunity to fire the gun before it overheats, forcing you to go through the process again. Aside from the crosshair animation, four little lights on the gun will show its charge progress and flash white when the weapon is ready to fire.

Each shot from the EMBAR will pierce through any enemy it hits, only stopping when it comes in contact with cover. Headshots from the EMBAR can instantly execute a weakened enemy.

Perfect Active Reload rounds from the EMBAR stun enemies for a short period of time.

LONGSHOT

The Longshot is the only weapon with a scope and is capable of killing enemies with a single shot to the head.

Slot: Primary

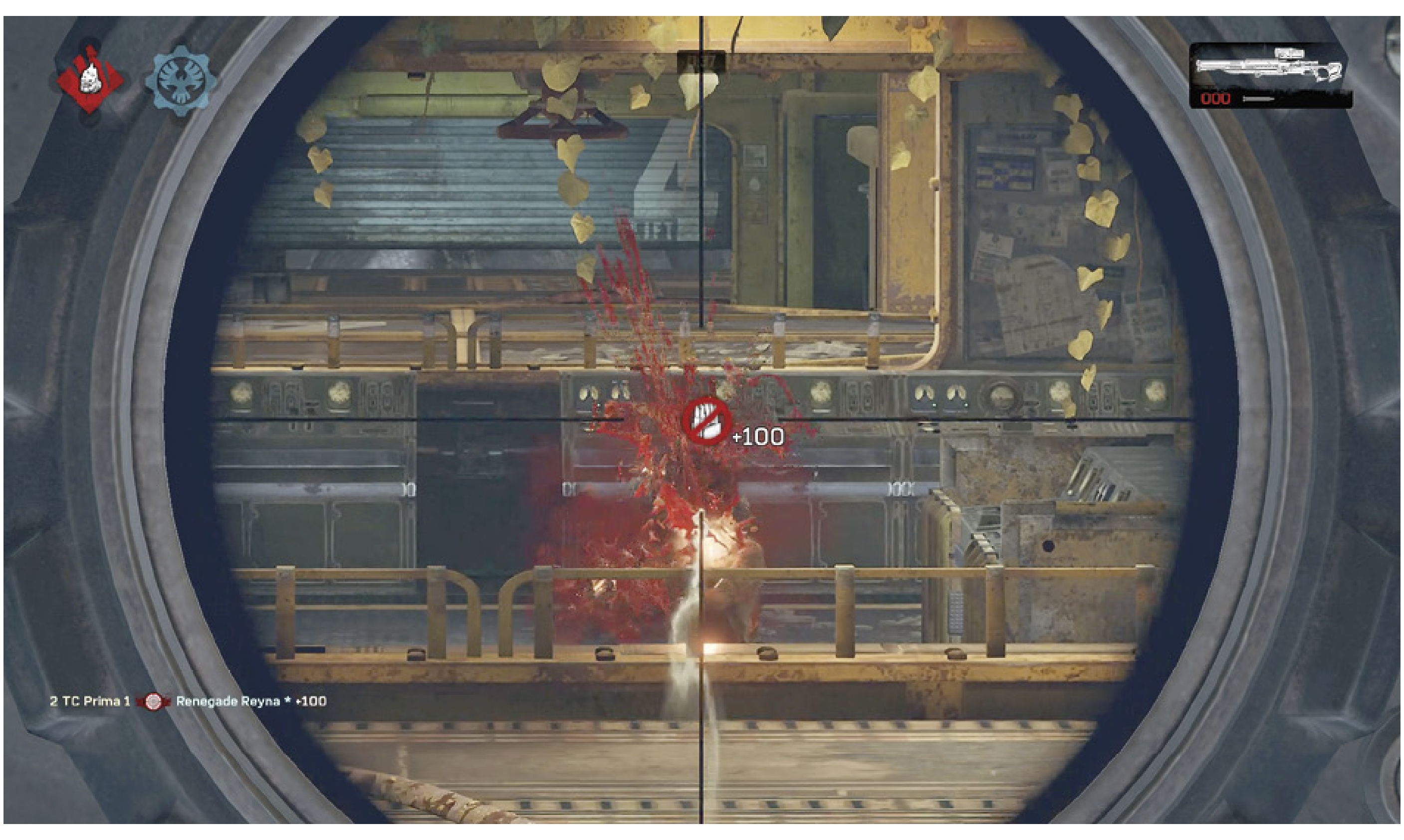
Trigger Type: Semi-Auto

Versus Availability: Dam, Gridlock, Harbor, Impact, Lift, Reclaimed

Horde Availability: Sniper Class, Fabricator (LV 2)

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Very High	Low	60	1	24	10 seconds	Very High



Want to kill an enemy player on the opposite side of the map before they know what happened? The Longshot is your answer!

This high-powered sniper rifle is capable of killing players with a single shot to the head from any distance. If you hit an enemy below the neck, you'll need to land an additional shot to knock an enemy DBNO.

The Longshot only holds one bullet at a time. This makes mastering the Active Reload a must if you want to engage more than one enemy on the battlefield.

MARKZA MK1

Featuring a five-round clip, the Markza is great at medium to long range.

Slot: Primary

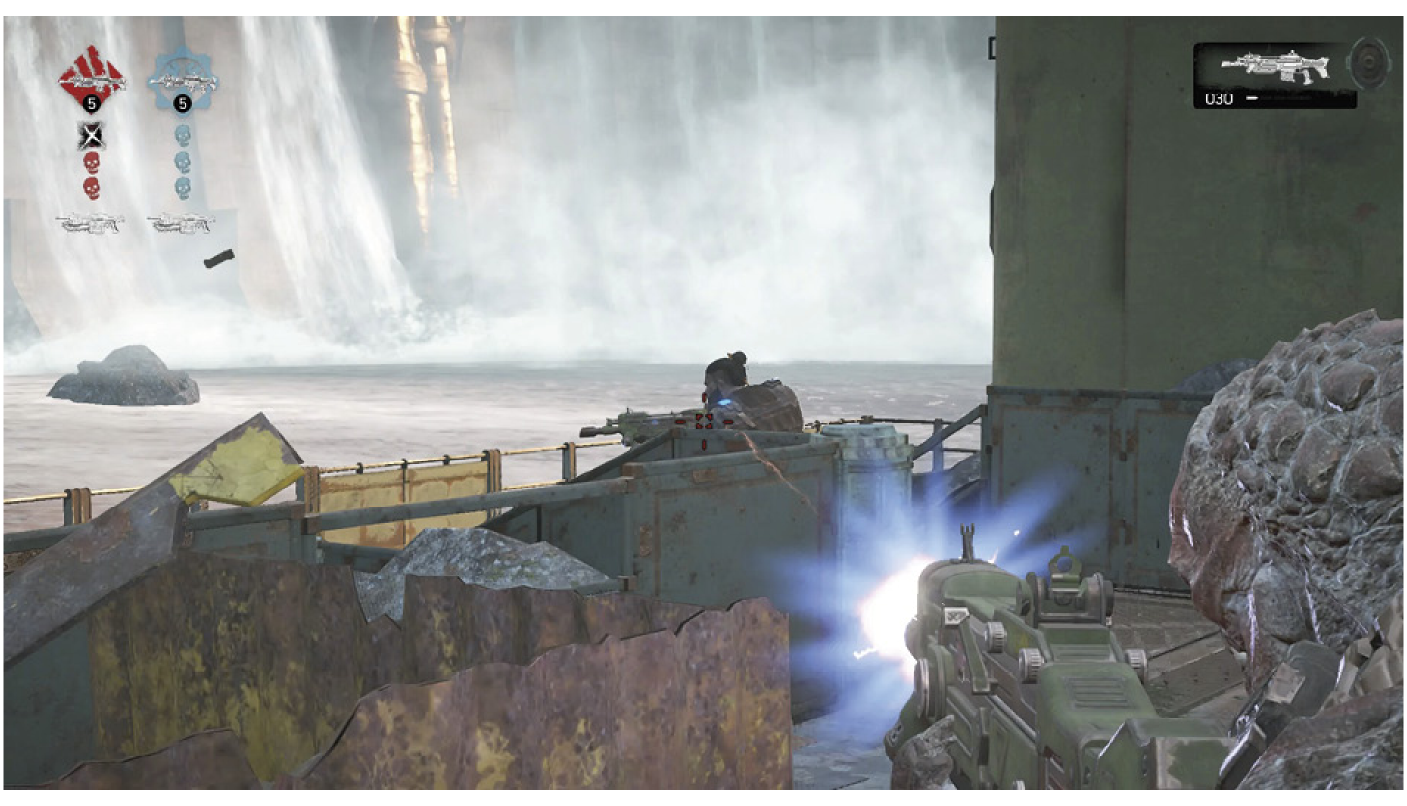
Trigger Type: Semi-Auto

Versus Availability: Fallout, Relic

Horde Availability: Sniper Class, Fabricator (LV 2)

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	High	High	300	5	50	13 seconds	High



Unlike the Markza or GZ18 Marksman rifles from previous games in the series, the Markza Mk1 does not have a scope. This means you'll need a good set of eyes to hit targets that are farther away.

A couple of shots to the head can instantly kill an enemy with the sudden cranial explosion that follows. While this may make it seem like aiming for the head is ideal, you're much better off aiming at the body. Taking aim at the body of an enemy gives you a larger target, and rapidly firing will land more shots on target that may have you finish with a headshot.

Multiplayer Arsenal

Explosive Weapons

Explosive weapons cause big destruction at the point of impact, with diminished damage inside the blast radius. The Boomshot and Torque Bow return from previous *Gears of War* games, while the new Dropshot adds another great way to flush enemies out from behind cover. Be careful in close combat, as your own detonations can hurt you.

BOOMSHOT

The Boomshot is a powerful weapon that launches an explosive that detonates on impact.

Slot: Primary

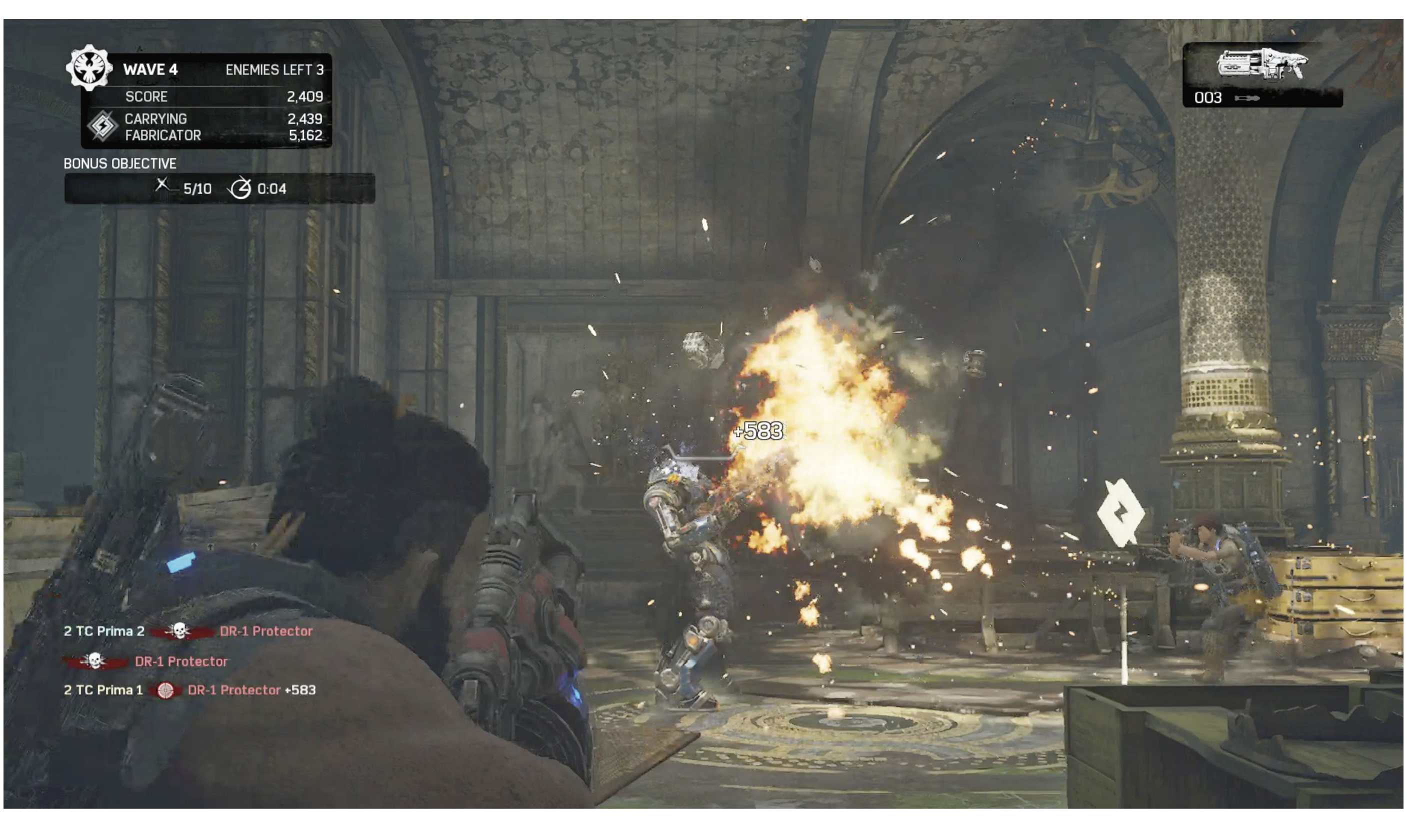
Trigger Type: Semi-Auto

Versus Availability: Dam, Foundation, Gridlock, Lift

Horde Availability: Heavy Class, Fabricator (LV 2), Scion Boomshot

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Medium	Medium	60	1	6	20 seconds	N/A



The explosive launched from the Boomshot will instantly kill any enemy it comes in direct contact with, as well as enemies in a close proximity to its blast.

Aiming this weapon requires a little bit of technique, as the projectiles fly at a slow arc toward enemies, requiring you to aim higher to hit enemies at a distance.

If you run into an enemy who is being stubborn and hiding behind a small piece of cover, aim for the ground on either side of the cover to quickly kill them.

DROPSHOT

Drops an explosive at range.

Slot: Primary

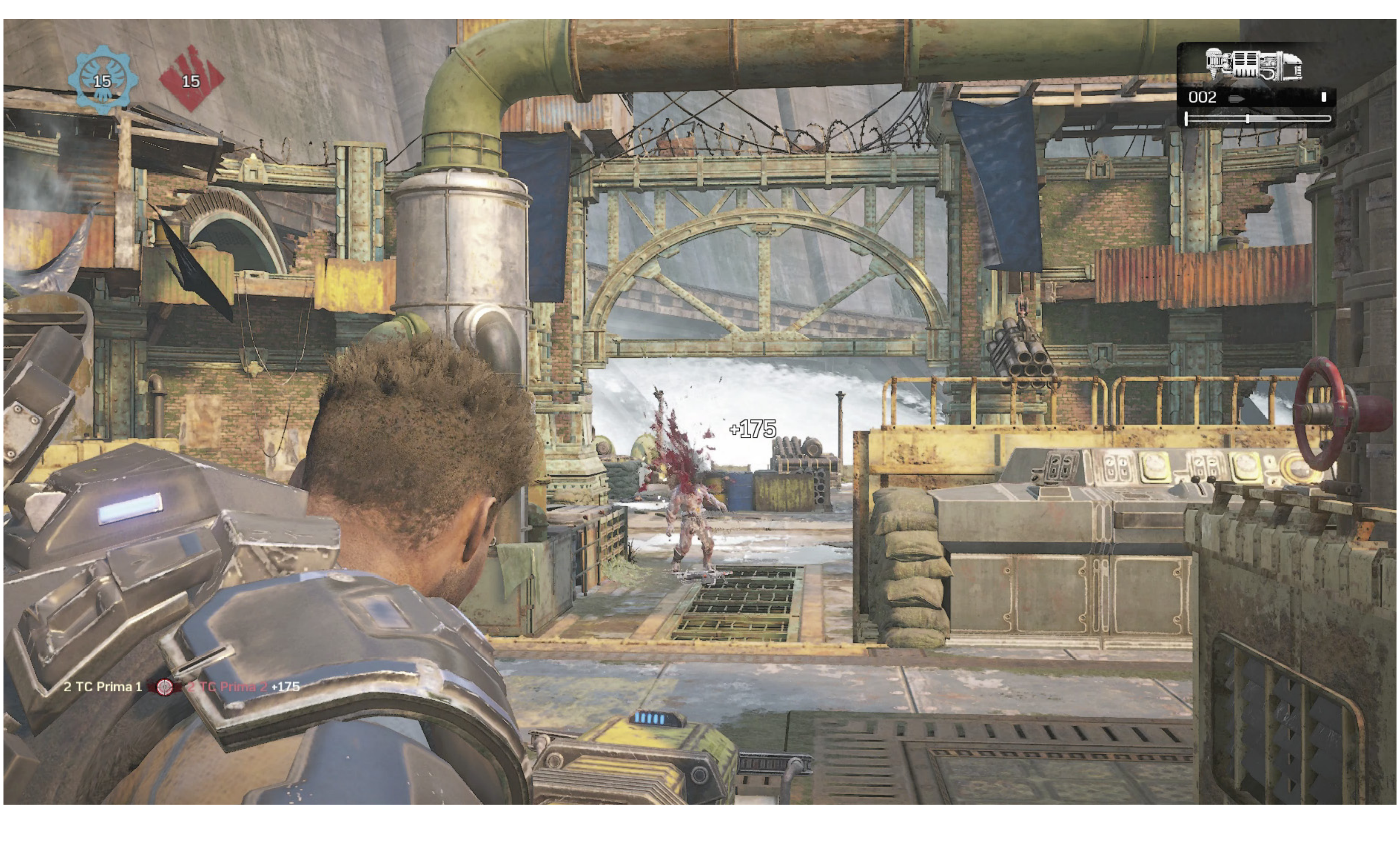
Trigger Type: Semi-Auto

Versus Availability: Dam, Fallout, Forge, Foundation, Harbor, Lift

Horde Availability: Fabricator (LV 2), Air Drop, Scion Dropshot

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Medium	Medium	60	1	7	20 seconds	N/A



New to *Gears of War 4*, the Dropshot allows you to launch an explosive into the air, where it drops straight down onto your opponent. Hold the Right Trigger to launch a projectile toward your opponent. Once it is above your intended target, release the trigger, where it drops straight down and explodes on impact.

Vary the height at which you launch the explosive to alter the time it takes to reach the ground. You can send one straight up into the air, but be sure to clear the area, as your own shot can hurt you. A shot is shown as a vertical line that runs from the explosive down to the ground.

DROPSHOT HEADSHOT

It is possible to get a headshot with the Dropshot by getting a direct hit on the top of your target. Score three of these for the Drop the Beat...down Achievement.

TORQUE BOW

The Torque Bow fires explosive-tipped arrows capable of killing any target.

Slot: Primary

Trigger Type: Semi-Auto (Charge)

Versus Availability: Dam Fallout, Forge, Foundation, Impact, Relic

Horde Availability: Fabricator (LV 2), Swarm Hunter

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	High	Low	60	1	12	10 seconds	N/A

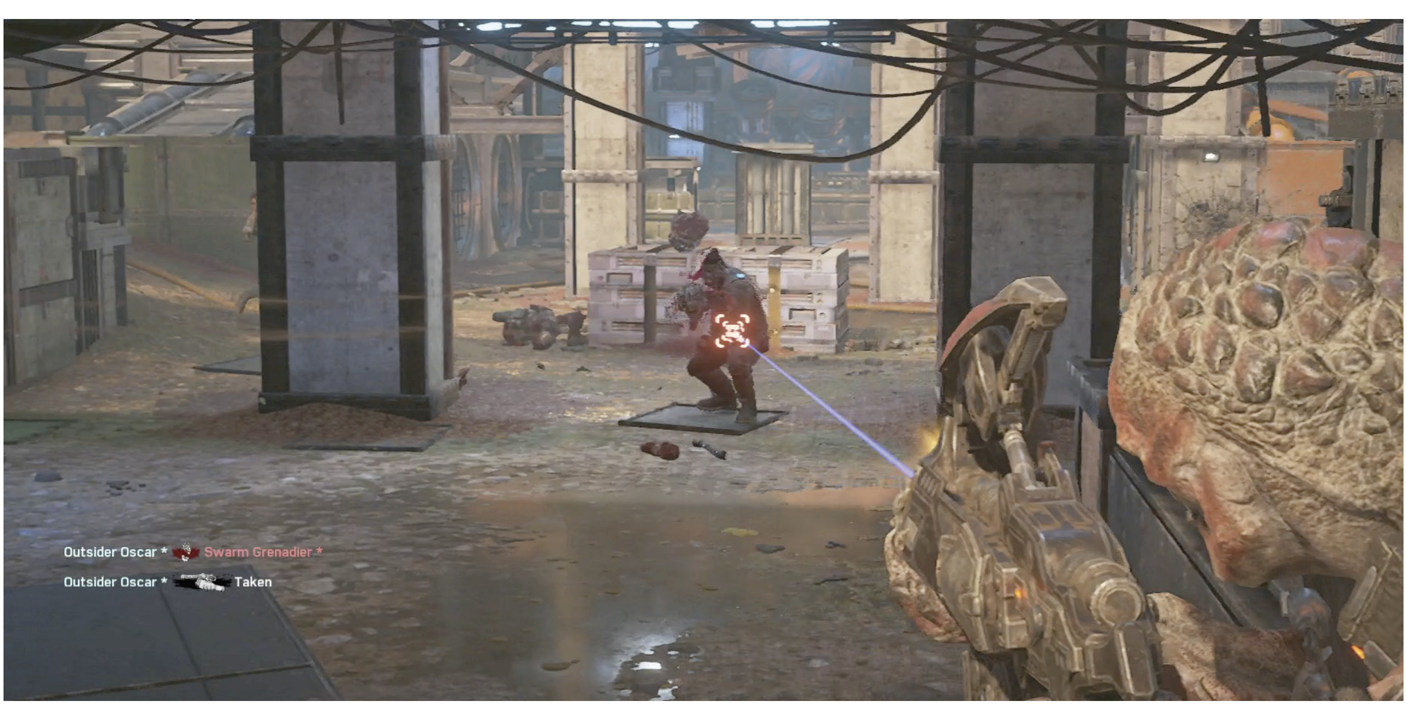
The Torque Bow only requires one shot to kill a single enemy. Once the arrow hits an object, it will have a short countdown and then explode, instantly killing an enemy and damaging others nearby.

Each shot of the Torque Bow requires the player to hold down the Right Trigger, slowly increasing the range as the bow charges its power.

At full power, the explosive arrow fired from the Torque Bow is capable of piercing through an enemy's skull and carrying on to another target behind them. This allows for a player to kill multiple enemies at once.

If you fail to fully charge the Torque Bow before firing, you will still fire an arrow. This could result in you missing your intended target or even dropping the arrow on the cover in front of you. Stay aware of this, as the explosion from your own arrow could easily kill you if it is in your close proximity.

Although the bow can be hip-fired, this weapon is a poor choice for short-range combat due to its slow fire time. Match it with a shotgun to complement its long-range capabilities. Getting a good position to fire the bow is key to success.

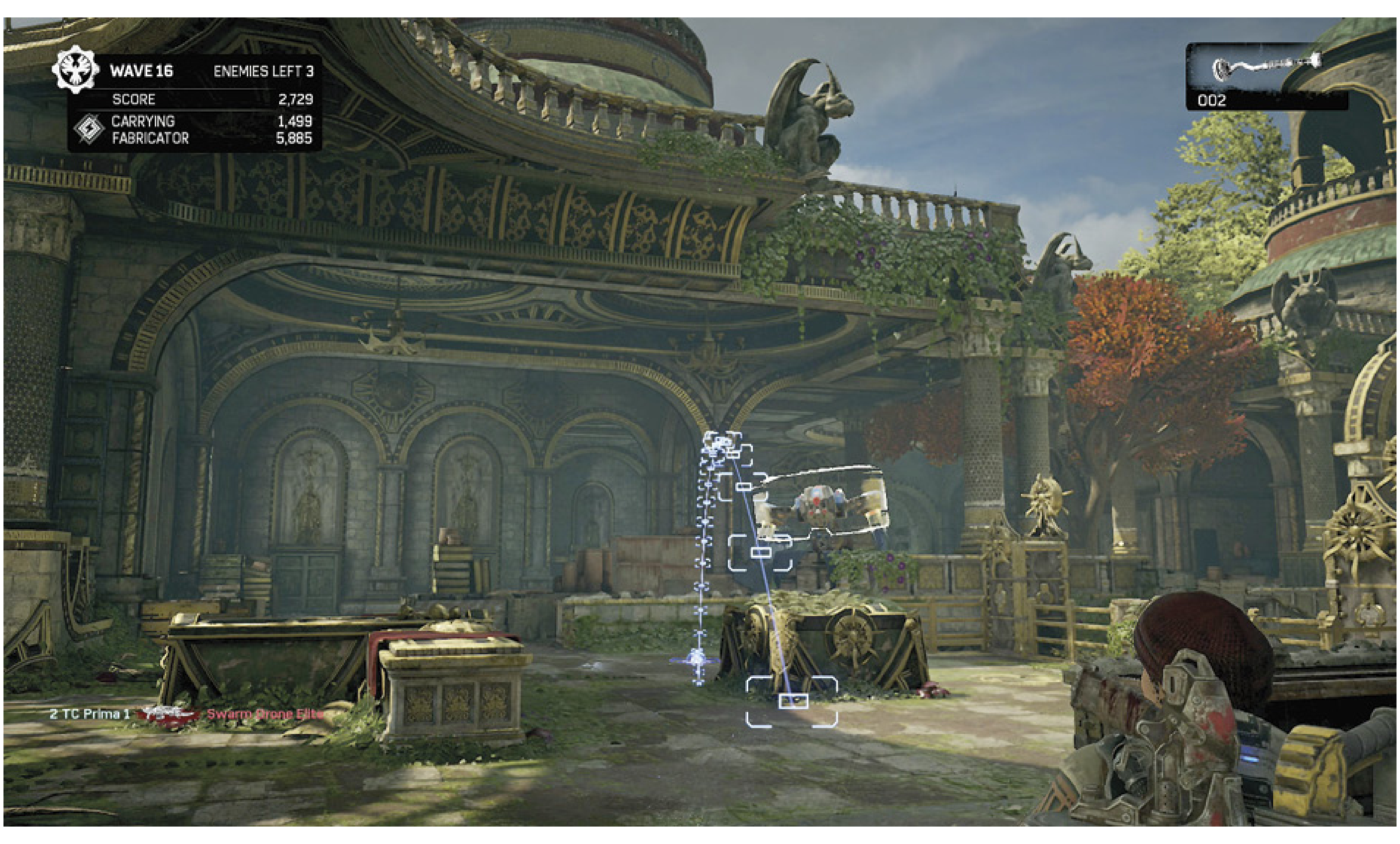


When behind cover, you can blind-fire the bow. This requires a great amount of skill to land an accurate shot. A good technique is to begin charging the bow by starting a blind-fire, then aim down the sights with the bow to pop out from the cover and gain access to the crosshair!

Multiplayer Arsenal

Grenades

Four grenade types are available in *Gears of War 4*: Frag, Incendiary, Shock, and Smoke. Each has great tactical uses in Versus and Horde. While the Smoke Grenade is supplied to all players in most Versus modes, it does not appear in Horde.



GRENADE TAG

Tagging remains an option with all grenades, though you are limited to one tagged grenade at a time in Versus Mode. (You can perform two if you have the Grenade Plants Soldier skill equipped in Horde mode.) Select your grenades and perform a Grenade Tag by tapping the B button next to a wall or an opponent. Tagging a wall sets up a trap for any opposed passersby, while a tagged player explodes after a short while. The grenade can be shot for immediate detonation. When holding a meatshield, press Up on the D-pad to attach a grenade and kick the enemy forward.

WAVE 41
ENEMIES LEFT 1
SCORE 1,505
CARRYING 0
FABRICATOR 352,831
422

FRAG GRENADE

Powerful and often lethal explosive grenade.

Slot: Grenade

Trigger Type: Thrown

Versus Availability: Dam, Fallout, Forge, Foundation, Gridlock, Harbor, Reclaimed, Relic

Horde Availability: Air Drop, Swarm Drone Elite, Swarm Grenadier

Weapon Stats (Core)

DAMAGE PER ROUND	MAG. SIZE	AMMO CAPCITY
Very High	1	2

The Frag Grenade is your standard-issue fragmentation grenade. Detonating on impact, the explosive has many uses on the battlefield. Toss one into known gathering points for multiple kills, clear out a ring in King of the Hill and Escalation, or flush out enemies who hide behind cover.

It can be blind-tossed toward your target, but aiming the explosive allows for more accurate, long-distance throws. Tag a Frag in a high-traffic location, such as a power weapon or objective, for easy kills. Tagged grenades can be shot for immediate detonation. Collect two grenades with each pickup.

INCENDIARY GRENADE

Explosive loaded with liquid flame that causes an area to catch on fire.

Slot: Grenade

Trigger Type: Thrown

Versus Availability: Dam, Foundation, Harbor, Impact, Lift

Horde Availability: Air Drop

Weapon Stats (Core)

DAMAGE PER ROUND	MAG. SIZE	AMMO CAPCITY
Medium	1	2

The Incendiary Grenade catches an area on fire upon impact, continuing to damage anyone caught inside. A direct hit can be lethal, but it is best to follow up a toss with persistent gunfire to finish the injured off.

The explosive is found on a few Versus maps and is a possible Air Drop reward in Horde. Incendiary Grenades are extremely effective on objective-based modes, as well as against hidden players, giving you the ability to flush a group out of an area. Two grenades are given each time they are picked up.

SHOCK GRENADE

Stuns and causes electrical damage within its blast radius.

Slot: Grenade

Trigger Type: Thrown

Versus Availability: Fallout, Forge, Gridlock, Harbor, Lift, Reclaimed, Relic

Horde Availability: Air Drop, Shock Tracker, Peace Maker

Weapon Stats (Core)

DAMAGE PER ROUND	MAG. SIZE	AMMO CAPCITY
Medium	1	2

Toss the Shock Grenade toward the enemy to cause an area to become electrified upon impact. It doesn't do a whole lot of damage, but it does have the ability to down a player after a few seconds. It stuns anyone caught in the blast radius, allowing you to finish off the wounded before they come to.

Limited to half of the multiplayer maps, the Shock Grenade becomes more prevalent in Horde where early DeeBees drop the explosive as well as the occasional Air Drop reward. Toss one into a ring as your opponent attempts to capture the objective. Then move in and finish them off. Only one Shock Grenade is given when collected on the battlefield.

SMOKE GRENADE

Creates an obscuring cloud of smoke.

Slot: Grenade

Trigger Type: Thrown

Versus Availability: Loadout Selection

Horde Availability: None

Weapon Stats (Core)

DAMAGE PER ROUND	MAG. SIZE	AMMO CAPCITY
N/A	1	2

A Smoke Grenade creates an obscuring cloud of smoke upon impact, effectively defending a position or taking control of a prized location. Smoke Grenades create a thin cloud, so coordinate with teammates to create a more effective smokescreen. The smoke does no damage, but it is extremely useful.

Players are unable to mark targets through the cloud. Smoke Grenades are standard-issue in most multiplayer modes, while unavailable in Horde. On the rare map that offers an extra, it only gives one.

Multiplayer Arsenal

Heavy Weapons

WAVE 18
ENEMIES LEFT 3
SCORE 3,018
CARRYING 6,009
FABRICATOR 9,511
010
Scion Mulcher

Heavy weapons are fairly rare in multiplayer modes, but once found, they can be extremely effective in the right hands. In Horde, they are found on various enemies and become available for purchase once the Fabricator hits Level 3. Grab them whenever possible, but note that your speed is drastically slowed and you become vulnerable out in the open.

Heavy weapons can be blind-fired, but they become much more accurate by holding down the Left Trigger. This plants the weapon on the ground, leaving you considerably susceptible to the opposition. When you're behind cover, this action rests the gun on the barrier, making you slightly less vulnerable.

You can only use the heavy weapon when equipped. Switch to another weapon to drop the big gun. Empty the gun and it disappears with no way to reload.

BUZZKILL

Fires saw blades that ricochet around the environment.

Slot: Heavy

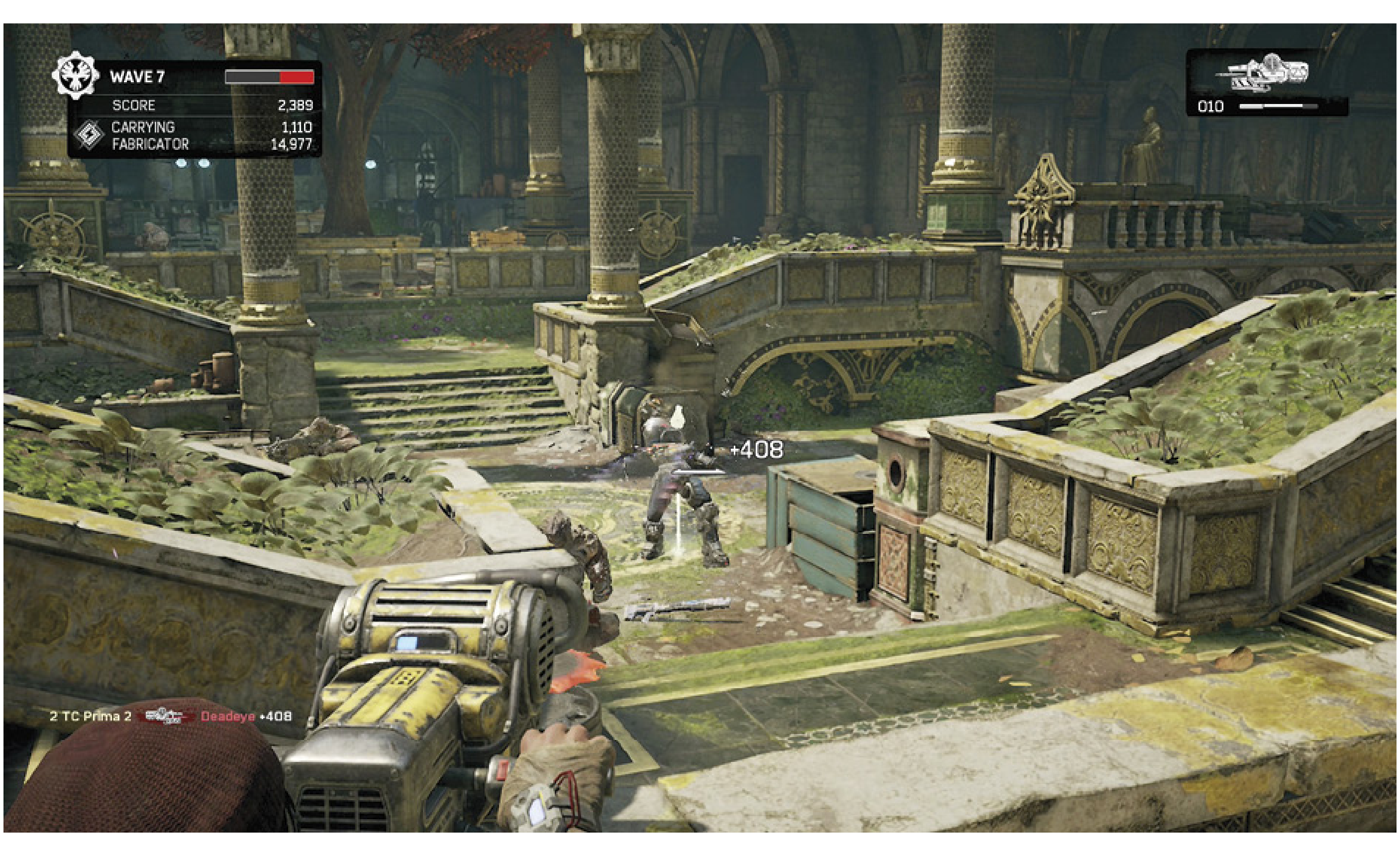
Trigger Type: Auto

Versus Availability: Impact, Reclaimed, Relic

Horde Availability: Fabricator (LV 3), Scion Buzzkill

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	Medium	Low	180	10	50	7 seconds	N/A



New to *Gears of War 4*, the Buzzkill shoots buzz saws as long as the Fire button is held. The blades ricochet around the environment until they hit a target. These sharp, rotating projectiles are lethal, firing at a quick rate for as long as the trigger is held.

Blind-fire into busy, tight confines to clear an area out. Bounce blades around corners or against back walls to down enemies who hide behind cover. Note that even though you are not hurt by another player's saw blades, your own projectiles do damage after bouncing against a wall.

MULCHER

Powerful chaingun with a high rate of fire.

Slot: Heavy

Trigger Type: Auto

Versus Availability: Lift, Relic

Horde Availability: Fabricator (LV 3), Scion Mulcher

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	Low	Medium	1200	250	N/A	N/A	N/A

WAVE 8
SCORE 3,881
CARRYING 1,696
FABRICATOR 13,537
BONUS OBJECTIVE
4/10
0:04
178
KILLS: 4
x 178
2 TC Prima 1

The Mulcher has an extremely high rate of fire as it tears through enemies. The gun takes a second as it spins up, making you vulnerable during this time. From behind cover, hold the trigger down a second before exiting protection to limit this vulnerability. The heavy weapon requires line of sight and suffers from subpar accuracy as range goes up.

Like all heavy weapons, the Mulcher does not get reloaded. It heats up as the trigger is held. A bar in the upper-right corner of the HUD shows the gun's heat, turning red as it gets close to overheating. If it completely fills, the weapon becomes unuseable until it cools off. By tapping the Right Bumper, you can cool it down immediately. Shoot in spurts to avoid losing operation of the gun.

Take into account where the action is when you come across a Mulcher. Slow movement speed when carrying the heavy weapon bogs you down too much to a travel long distances in a timely manner.

RL-4 SALVO

Rocket launcher fires high-powered projectiles in quick succession.

Slot: Heavy

Trigger Type: Auto

Versus Availability: None—currently only available in Horde

Horde Availability: Fabricator (LV 3), Air Drop, Sentinel

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
High	Low	Medium	180	20	N/A	N/A	N/A

WAVE 2
SCORE 350
CARRYING 2,422
FABRICATOR 1,000
016
2 TC Prima 2
+175

The RL-4 Salvo holds 20 rockets with the ability to fire them in quick succession. The projectiles explode on impact with great power, making the weapon a great choice against groups. Or simply let the explosives fly and hope that you score some kills. Once the ammo is gone, though, the launcher goes away.

The rocket launcher can be effective at long range, but its accuracy does suffer the farther out the projectiles fly. Use the blast radius of the explosive to take out adversaries who hide behind cover. Aim for the top or side of the barrier, or hit the wall just beyond. Lose the heavy weapon when enemies are close, since you could get caught in your own blast.

TRI-SHOT

Heavy machine gun that fires three shots at a time.

Slot: Heavy

Trigger Type: Auto

Versus Availability: Reclaimed

Horde Availability: Fabricator (LV 3), Guardian

Weapon Stats (Core)

DAMAGE PER ROUND	ACCURACY	RECOIL	RATE OF FIRE (RPM)	MAG. SIZE	AMMO CAPCITY	ACTIVE COOLDOWN	HEADSHOT DAMAGE
Very High	High	High	600	140	N/A	N/A	N/A

WAVE 7
SCORE 932
CARRYING 35
FABRICATOR 4,880
042
2 TC Prima 2
+466

Firing three bullets at a time, the heavy machine gun has an incredibly high rate of fire, allowing it to tear through most enemies with ease. It can be blind-fired, but mount it on a barrier or on the ground to improve its accuracy. Ammunition is limited, so watch out as it gets low or you may become a sitting duck as the gun disappears. Note, much like the Mulcher, the weapon requires a short spin-up time before it fires.

Shooting the Tri-Shot for extended periods of time causes it to overheat, represented by the bar next to the ammo count in the upper-right corner of the HUD. The weapon's barrels will shut down one at a time as each one gets hotter. This reduces the damage and the rate of fire. Keeping this heat buildup in check maintains the weapon's full potential. If it fully overheats, the weapon must cool before it can fire again. Rapidly press RB to immediately lower the temperature.

Multiplayer Modes

Team Deathmatch

Eliminate all members of the opposing team. Each team has limited respawns where dead players will spawn together every 10 seconds.

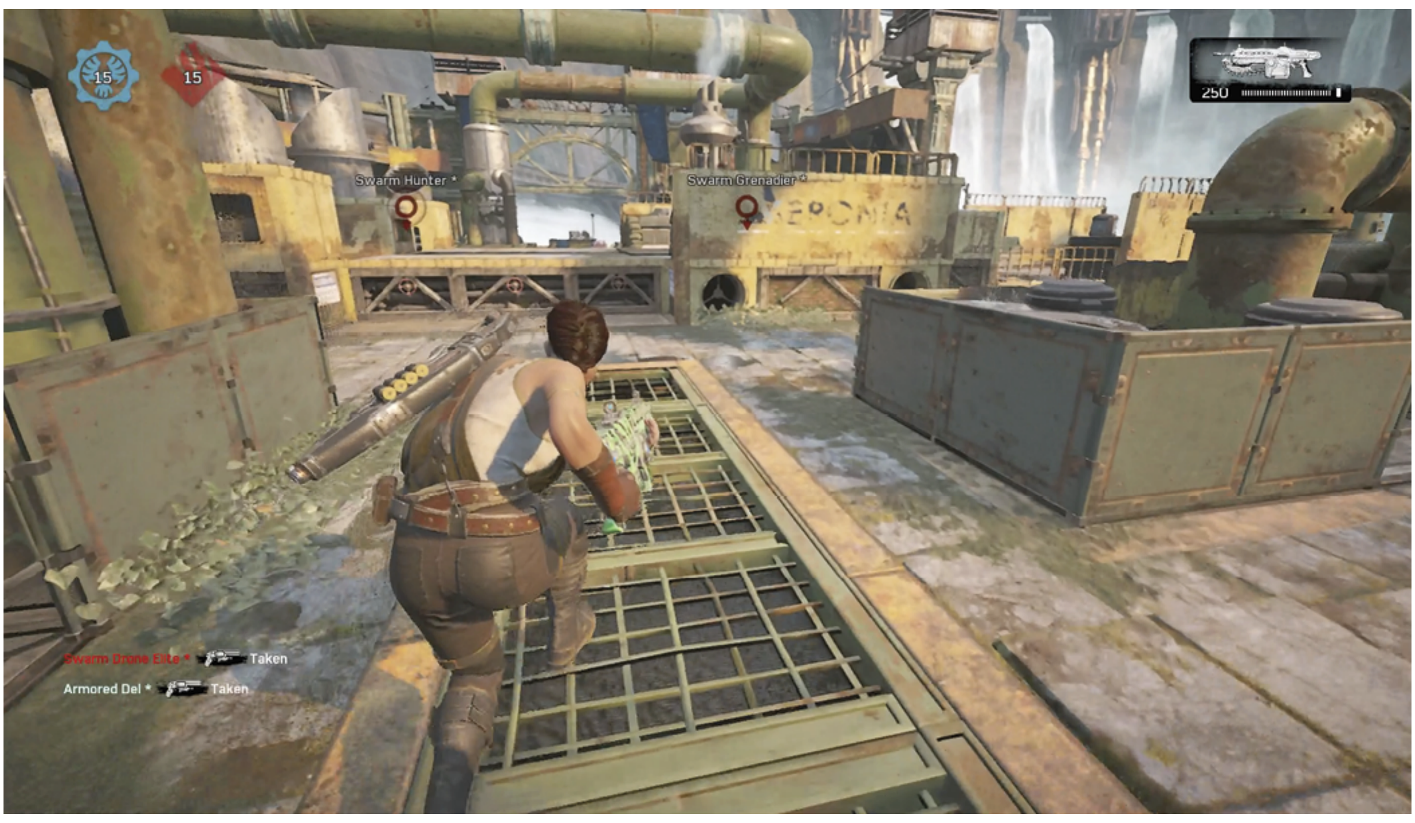
Respawn: 10 seconds

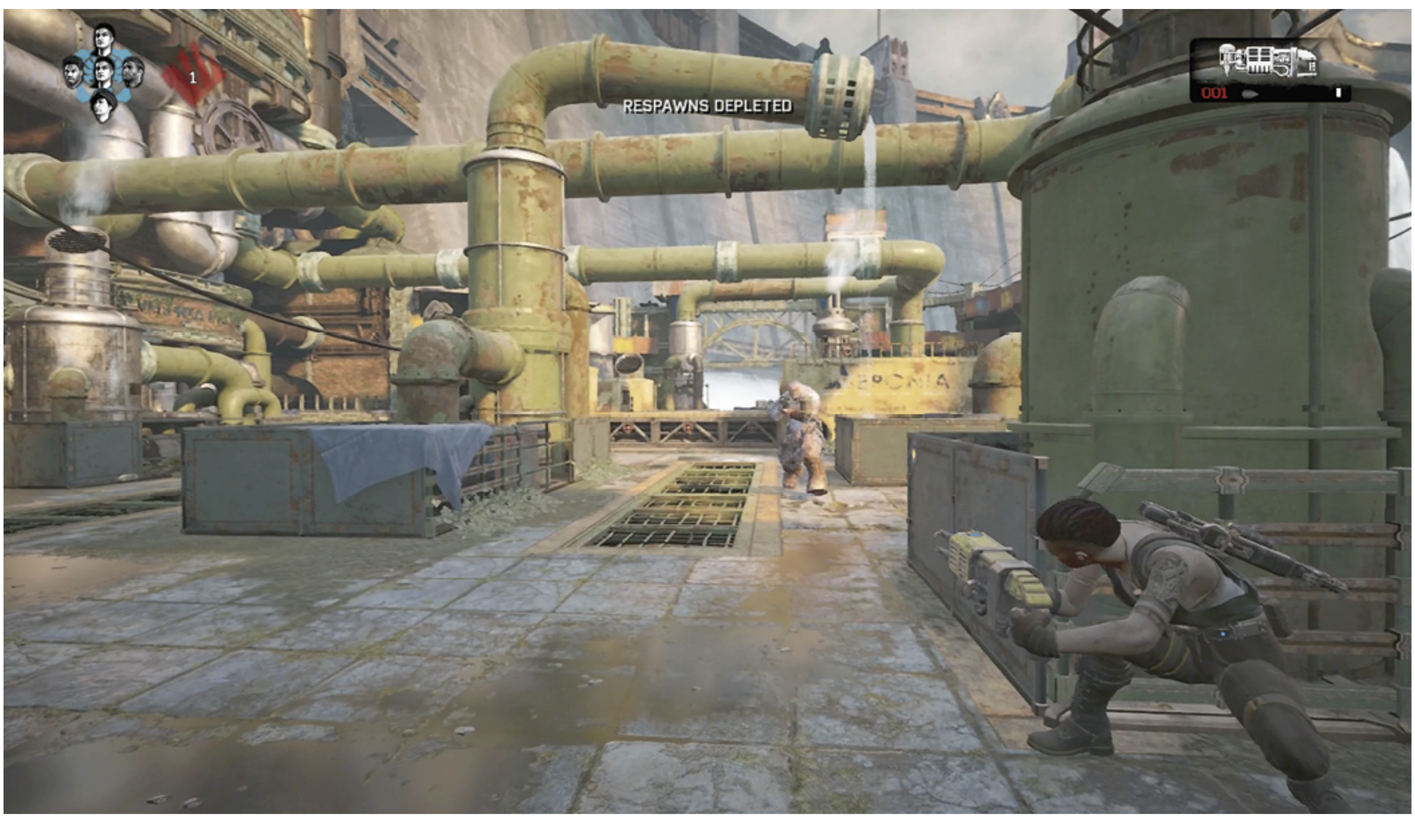
Victory Condition: Eliminate all enemies by killing them multiple times until they are out of respawns.

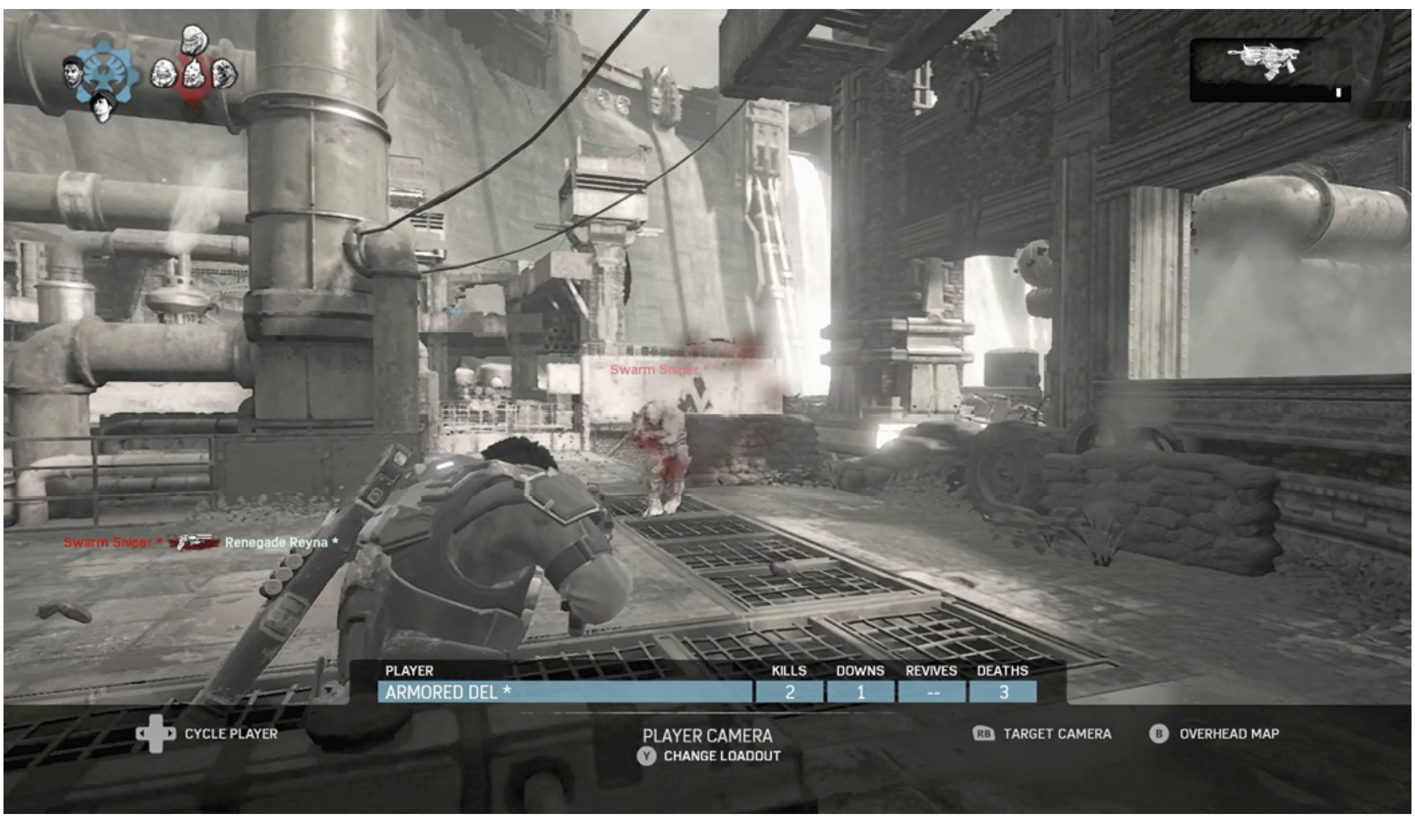
Rounds to Win: 2

Respawns: 15

Weapon Tuning: Core


15
15
250
Swarm Hunter
Swarm Grenadier
Taken
Armored Del
Taken


1
RESPAWNS DEPLETED
001


Swarm Sniper
Swarm Sniper
Renegade Reyna
PLAYER
ARMORED DEL
KILLS
2
DOWNS
1
REVIVES
--
DEATHS
3
CYCLE PLAYER
PLAYER CAMERA
CHANGE LOADOUT
TARGET CAMERA
OVERHEAD MAP

Team Deathmatch in *Gears of War 4* differs slightly from other Team Deathmatch games that you may be used to. The main objective is to kill off the other team by any means possible, but the main change is that you aren't racing to a specific kill count. Instead, you are trying to shoot down enemies in an effort to remove all of their respawn opportunities and finally wipe out the entire five-player team. The respawn amount is pooled, so the ability to use a respawn is not spread evenly to each member on a team.

Once you've used up the respawns your team has allowed, the indicator at the top changes from the number of respawns you have left to a graphic showing the surviving players. When this happens, death means watching your surviving teammates from the spectator screen.

All hope is not lost, however. The surviving members of your team could still eliminate the opposing team.

Do your best to avoid using more than your share of respawns for your team. If you find yourself dying frequently, hang back or switch your weapons to ones that better suit your playstyle for the given map. Since spawns are limited, you may try to play a bit more cautiously in order to prolong your lives for the good of the team.

Multiplayer Modes

Dodgeball

Eliminate the opposing team to win. Every kill will bring back a dead teammate.

Respawn: Respawns happen when a player of the opposing team is killed. Order of respawn is based off which player was eliminated first on your team.

Victory Condition: No surviving members of the enemy team.

Rounds to Win: 3

Weapon Tuning: Core

3 vs 5
Armored Kait
Armored Del
Outsider Oscar
Swarm Sniper

To put it simply, the goal of Dodgeball is to go on a five-kill streak as a whole team. Each kill brings back a teammate that has died and sends an enemy into the spectator box.

Consider leaving enemies who are DBNO ("Down But Not Out") down for the maximum amount of time possible (15 seconds) before killing them. This does a few things—it attracts more enemies to the location who will try to revive their fallen comrade, it won't bring enemies on the "bench" back into the game because they will be DBNO instead, and it potentially allows you to time a kill that can bring in a teammate who may have just died or is about to.

The order that you are eliminated in dictates the order you will respawn in. Keep in mind, you will not respawn immediately. You will respawn after a short timer counts down upon an enemy death. This means that if you are the last one alive, you must stay alive for a few extra moments for players to respawn.

Dying as the last player alive with friendly players still in the dead queue, whether they have a spawn countdown or not, will result in a round loss for your team.

Don't worry about being outnumbered; every kill puts you closer to tipping the balance in your team's favor. Take it slow and focus on getting single kills. Try to stay well defended and in cover, watch your team's back, and do your best to pick enemies off one by one. Remember that the opposing team cannot bring in lost members while the members of your team stay alive.

Multiplayer Modes

Arms Race

Kill the enemy with every gun. Every three kills will change your team's current weapon. The team to get three kills with the last weapon will win.

Respawn: 10 seconds

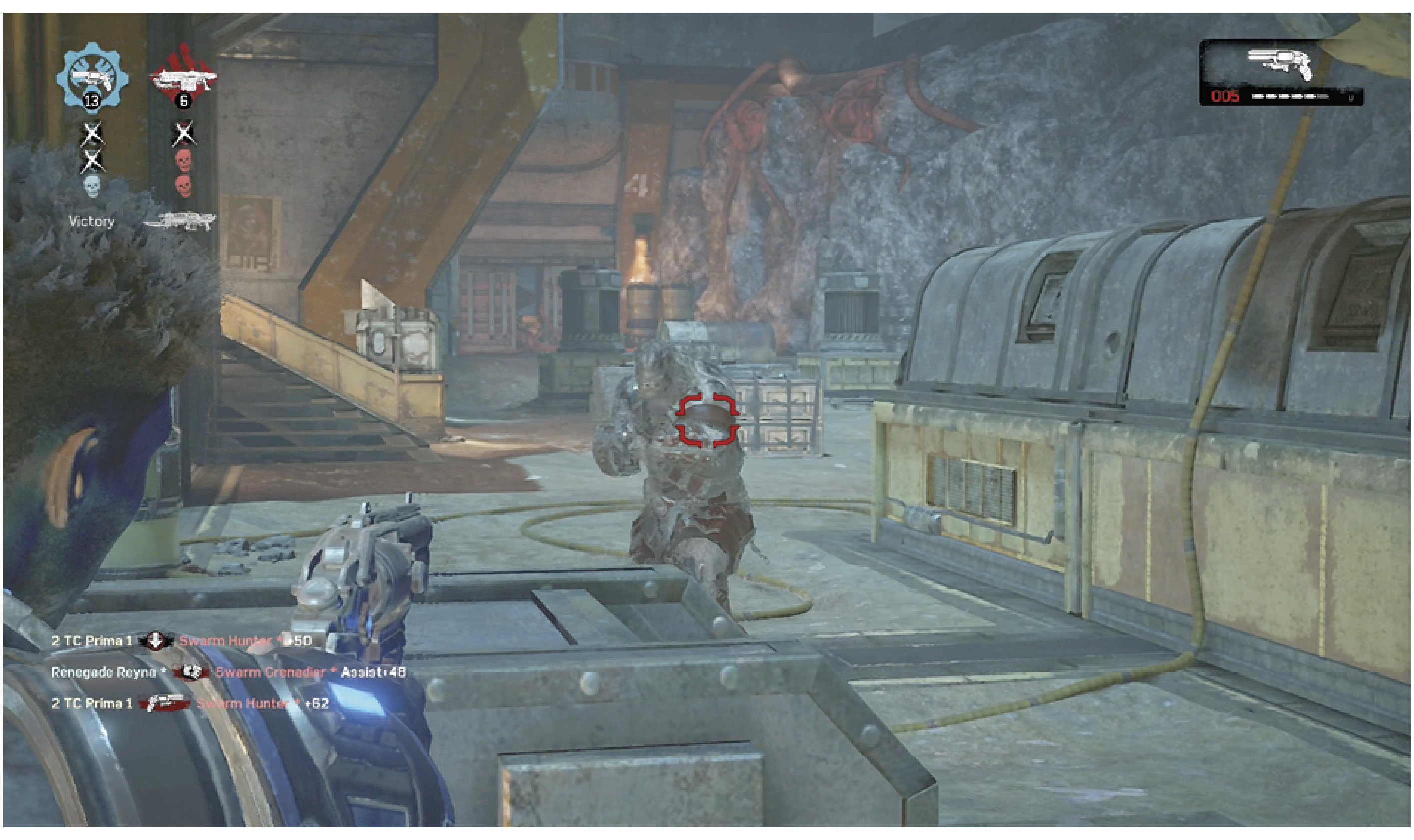
Victory Condition: Get three kills as a team with the last weapon in the game.

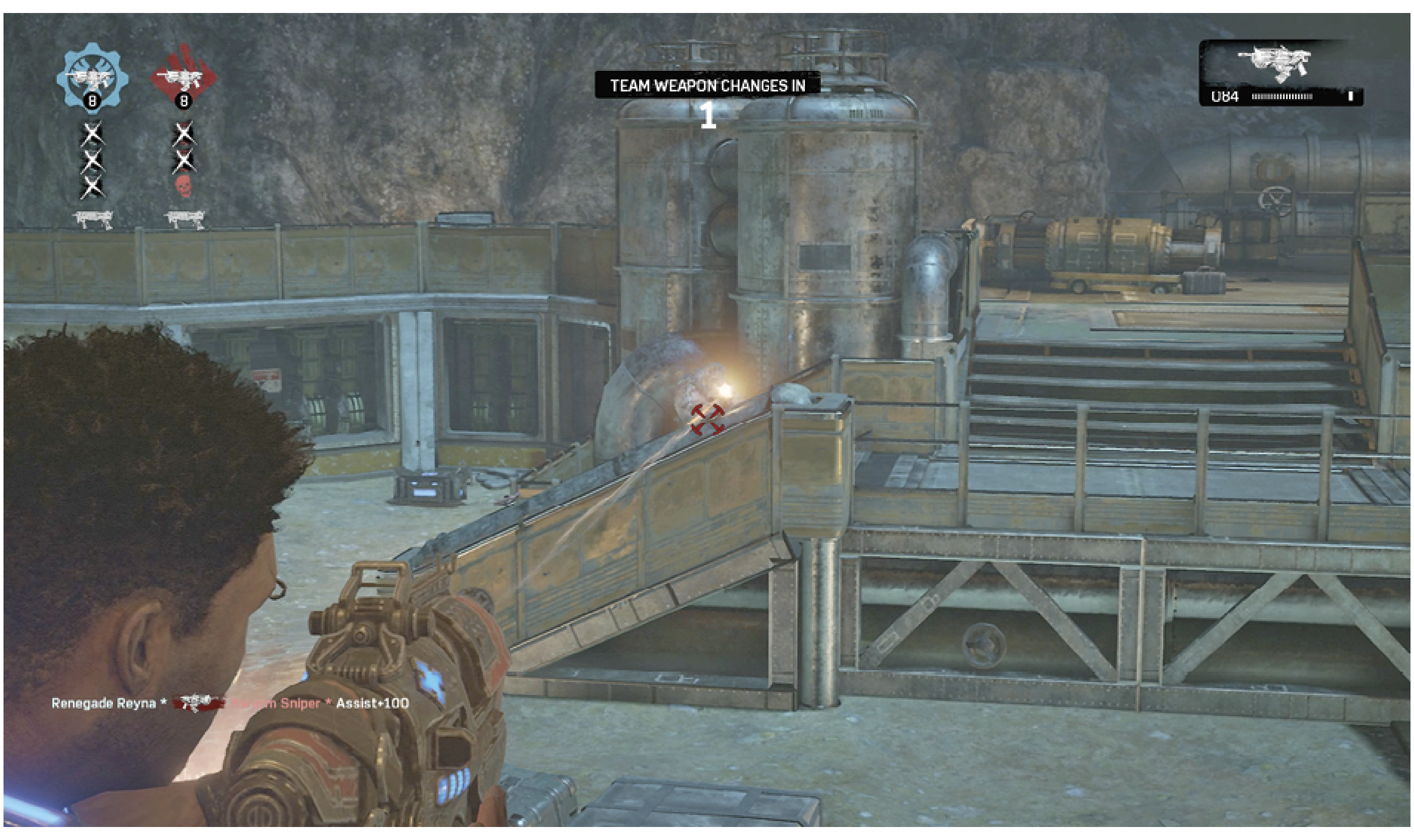
Rounds to Win: 2

Weapon Tuning: Core

Arms Race is a fairly fast-paced mode that starts off with a boom—or, rather, with a Boomshot. Every three kills grants your team a new weapon in the order that follows:

1. Boomshot
2. Torque Bow
3. Dropshot
4. Overkill
5. Markza Mk1
6. Lancer
7. Retro Lancer
8. Hammerburst
9. Enforcer
10. Gnasher
11. Longshot
12. EMBAR
13. Boltok



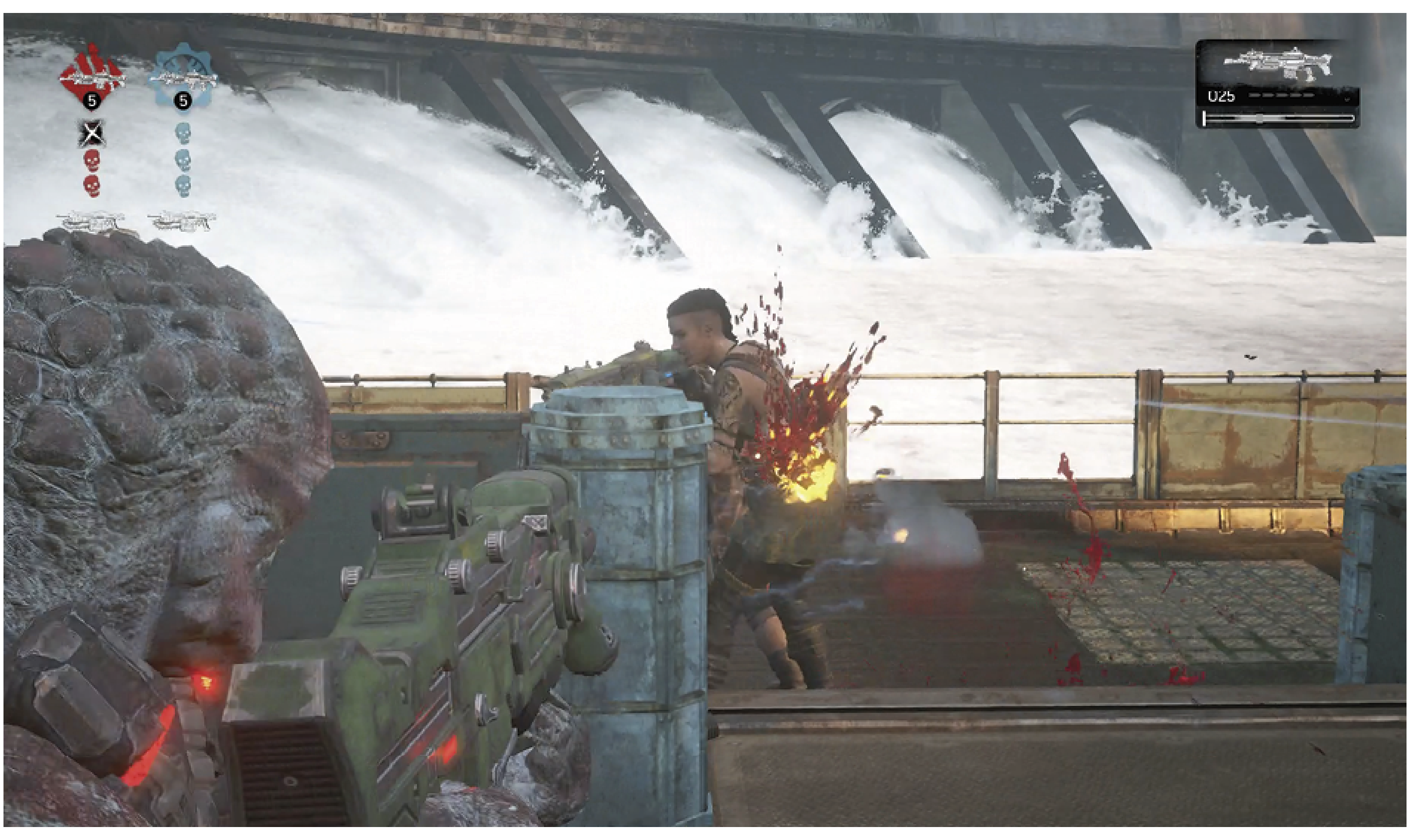


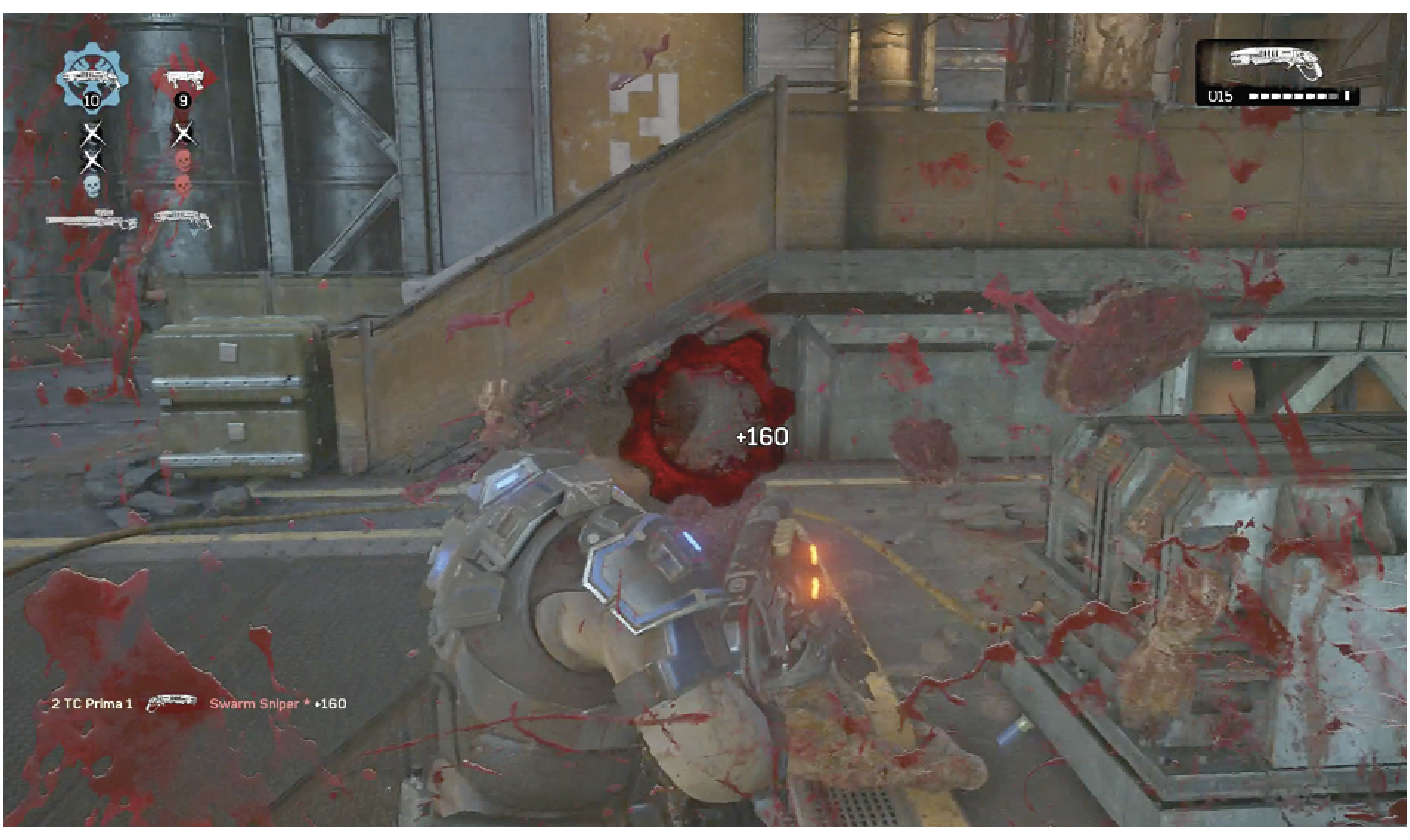
After getting three kills with the Boltok, your team wins. Keep track of your progress toward the next weapon by checking out the icons at the top left of the screen. Each skull will be crossed out as you acquire kills. The next weapon is shown grayed out at the bottom of the skulls.

When you see a DBNO opponent and your team only requires one more kill until the next weapon, consider leaving them down and then killing them with the next weapon. Melee kills and executions both count as progress toward your team's next weapon.

There are a few tricky weapon switches you may want to be ready for. The transition from Overkill to Markza Mk1 is tough, but can be easily overcome thanks to the Markza Mk1's larger clip and ability to fire as fast as you pull the trigger.

The hardest switch comes from the Gnasher to the Longshot. This swap could cause you to end up at point-blank range with a Longshot, requiring a good amount of skill, or luck, to kill an enemy. Using a DBNO enemy as the last kill could help you get into a better position after the swap. Keep an eye on your teammates and communicate if you are close to getting the last kill. That way they can back away and prepare to switch to the Longshot.





Escalation

Capture and hold objective rings to score enough points to win, or capture all three rings to win instantly. New weapons are added every round, chosen by the top player of the losing team. Player respawn timers increase every round.

Respawn: Player spawns a short time after death. This time increases per round.

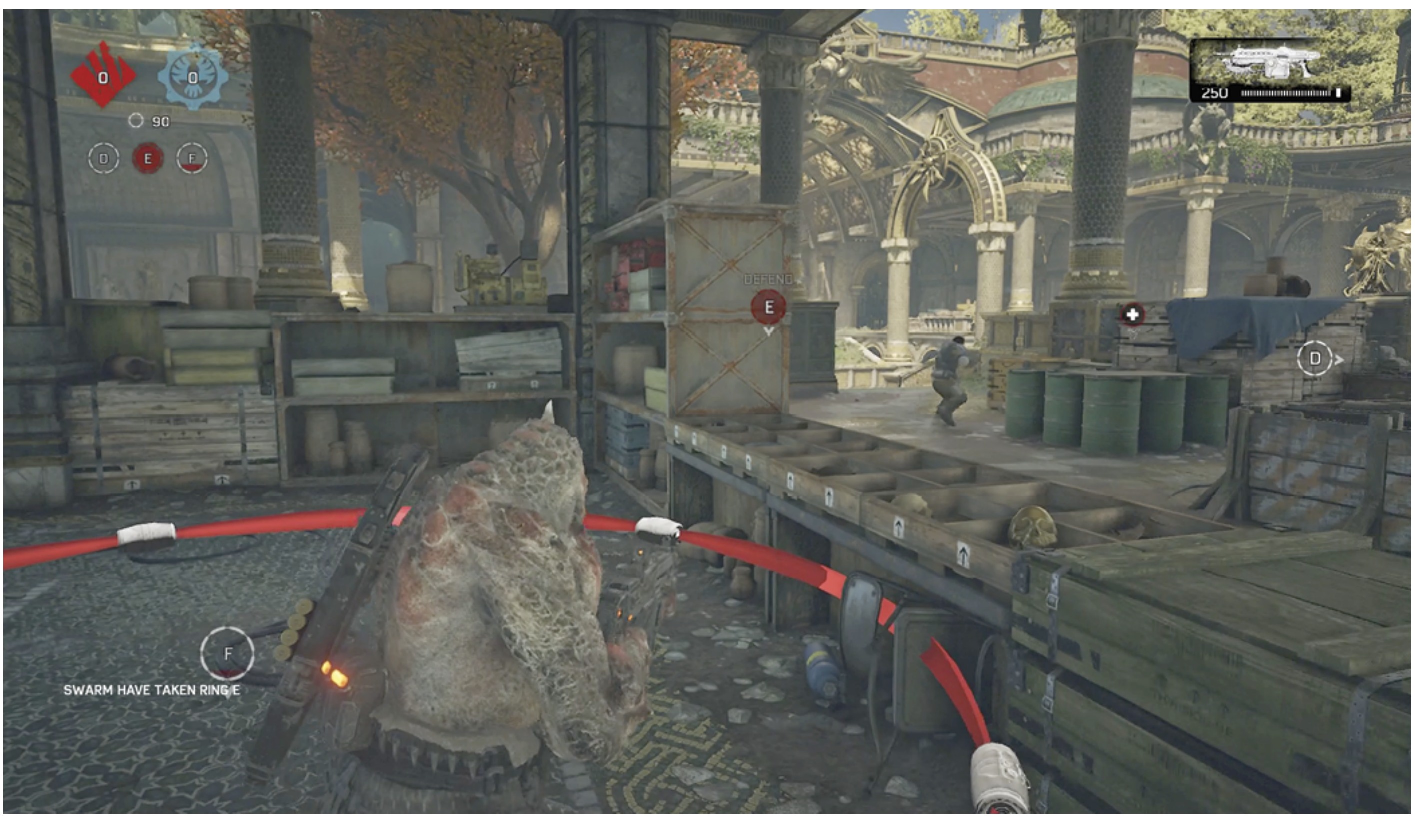
Victory Condition: Gain the amount of points required for victory, or hold all three objectives for an instantaneous victory.

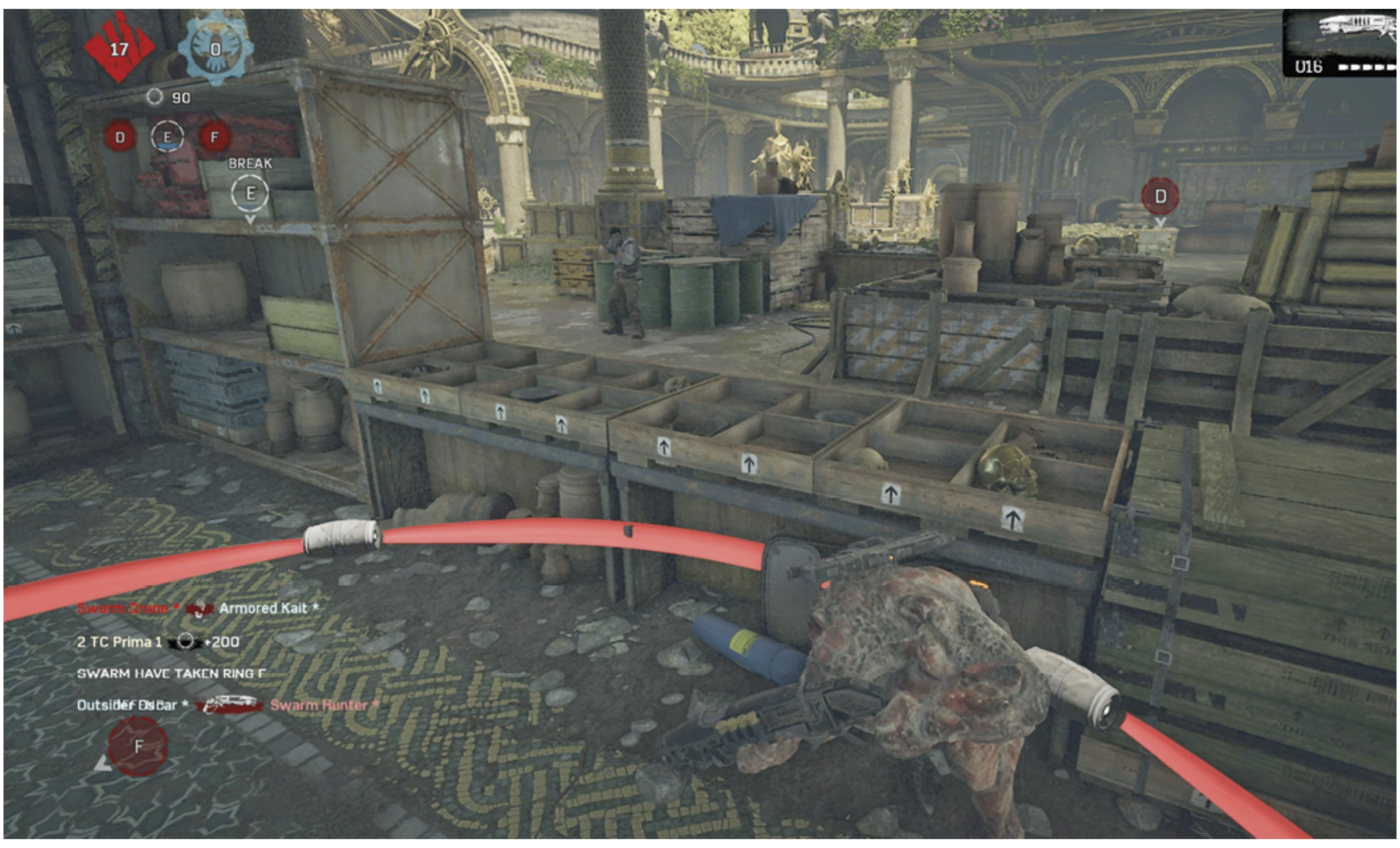
Round Score Limit: 210

Rounds to Win: 7

Weapon Tuning: Competitive

Execution Rules: On


0
0
90
D
E
F
250
E
D
F
SWARM HAVE TAKEN RING E


17
0
90
D
E
F
BREAK
E
D
Swarm Drone * Armored Kait *
2 TC Prima 1 +200
SWARM HAVE TAKEN RING F
Outsider Oscar * Swarm Hunter *
F

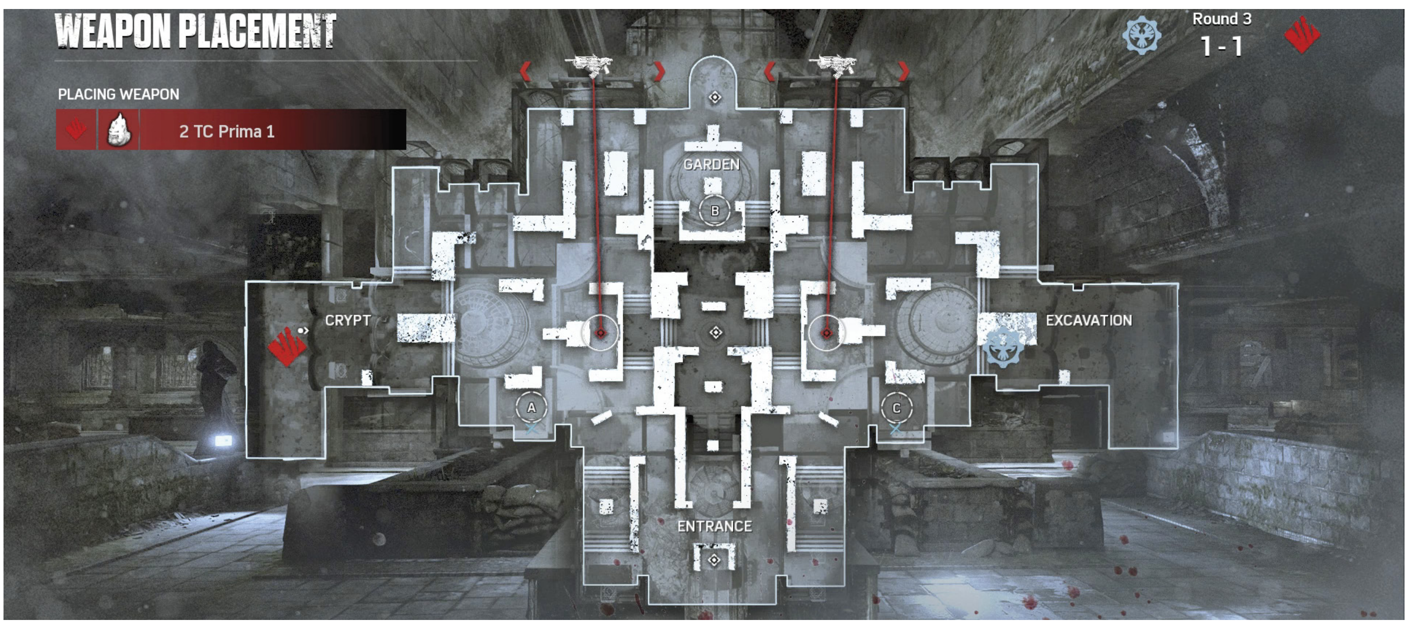
There are two ways to score a victory when playing Escalation. You can either hit the score limit by holding the majority of the objective rings for the round, or instantly win by holding all three.

Even if the fastest way to win in this mode is to hold all of the objective rings, this becomes a risky strategy in the later rounds because the respawn timers increase.

Instead of dividing your team to concentrate on getting all of the rings, you may want to focus on working toward an advantage first. Leave a single player at the objective ring that is closest to your spawn point, while the rest of the team moves to take the center objective point. Once you have two points, the opposing team can't afford to just defend. Once this happens, the goal is to thin their numbers.

When a few of the enemy team have been killed and are waiting to respawn, make your move on the final objective for an easy win.

Losing in this mode isn't all bad. If you are the MVP or "Captain" of the losing team for the round, you'll have the option to select a weapon for the next round. At the center weapon spawns, you place a single weapon. However, on the outside spawns, the same weapon will be placed, mirrored on the opposite side of the map. Once a weapon is placed, that weapon will stay there for the remainder of the game. Communicate with your team to determine the types of weapons that they will want to use in the match to give your team an advantage.


WEAPON PLACEMENT
PLACING WEAPON
2 TC Prima 1
Round 3
1 - 1
GARDEN
B
CRYPT
EXCAVATION
A
C
ENTRANCE

Guardian

Execute the enemy team leader to prevent respawns, then eliminate the opposing team to win.

Respawn: Players can respawn after 10 seconds, unless their team leader is eliminated.

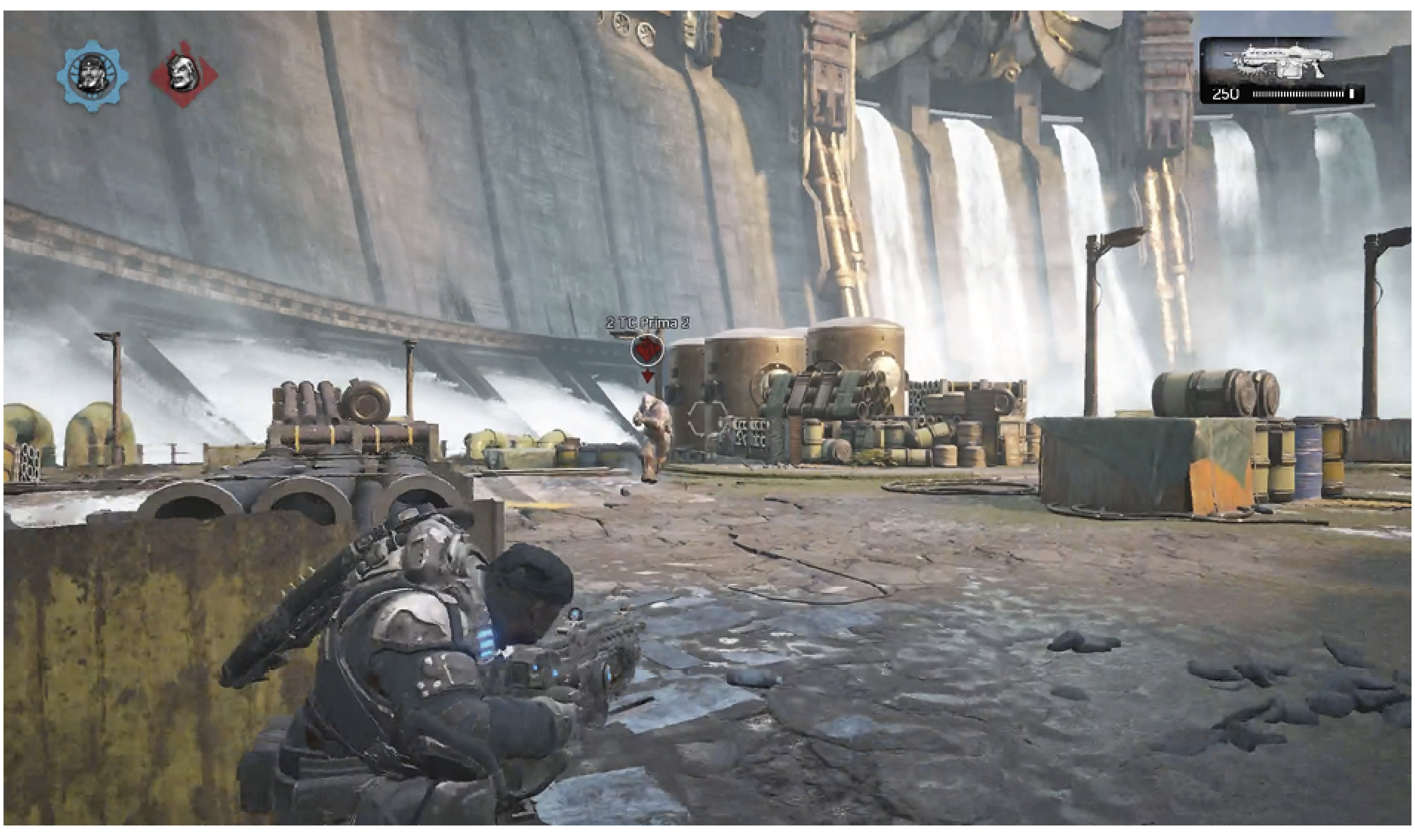
Victory Condition: Kill the team leader, then kill all enemy players.

Rounds to Win: 3

Weapon Tuning: Core

In Guardian, the leader will always be a golden version of the Scion Elite (Swarm) or Marcus (COG).

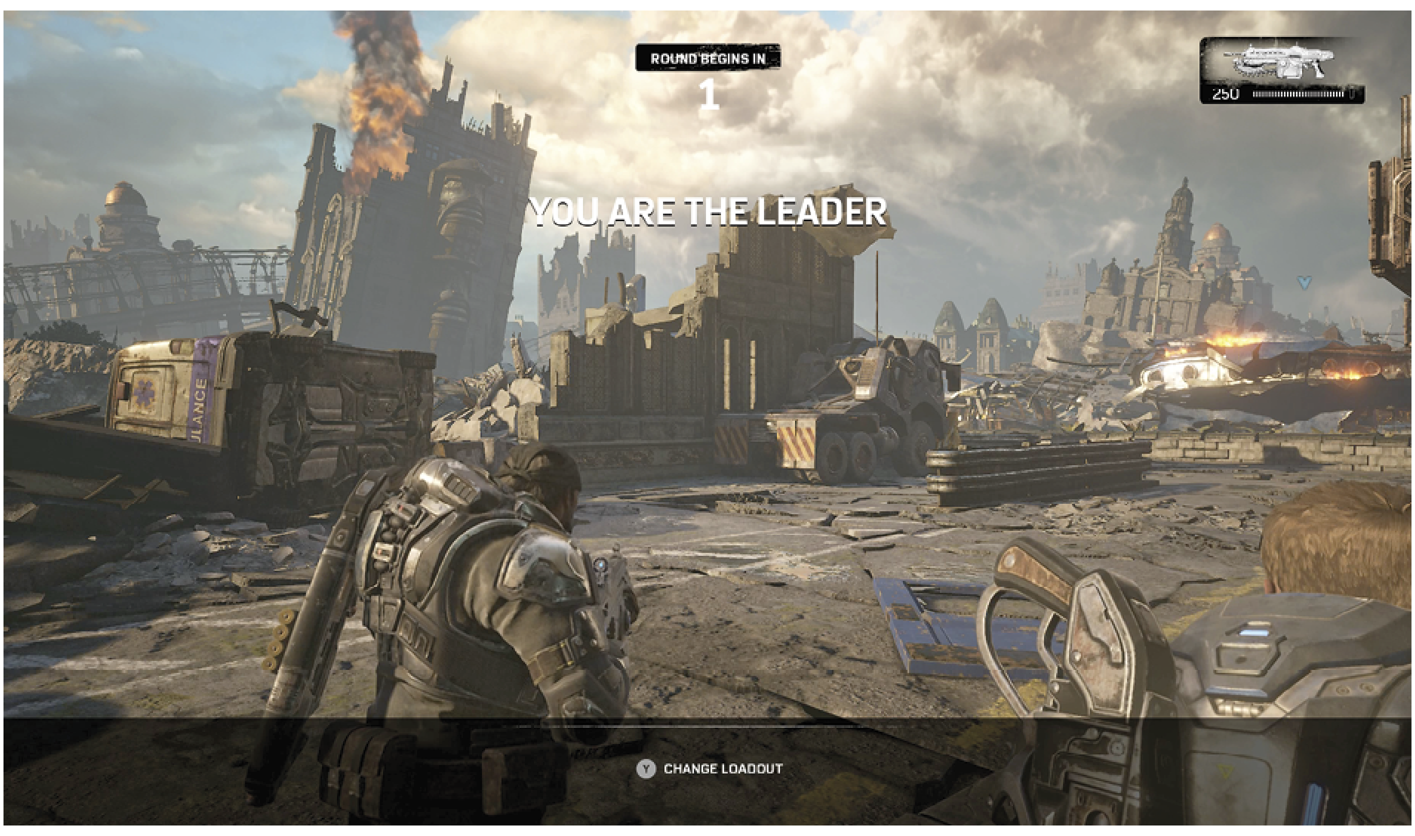
This mode starts out as a very violent game of hide-and-seek. If you're the leader, try staying hidden for as long as possible, only exposing yourself when you are facing an imminent threat. If you think you've been spotted quickly, retreat to cover, moving out of sight and away from the enemies who are sure to begin flooding to your location.



Leaders can be spotted at a distance by pressing down on the Left Thumbstick. The leader's marker will have a white outline, as opposed to the standard red marker that players normally have. The leader's marker will also stay active longer. This is extremely helpful when you're too far away to get a good look at the player's skin.

When playing as the leader, you cannot respawn.

If you aren't the leader for your team, running quickly to the other side of the map and marking targets is a great strategy. This increases your odds of finding the leader before that opposing player can get into a quality defensive position. Even if you die, you'll have marked the leader and sent your team in the right direction.



From the instant your leader is killed, your entire team is unable to respawn. This includes teammates who were on a respawn countdown.

Multiplayer Modes

Execution

Eliminate all members of the opposing team using executions. You get one life per round.

Respawn: No respawns

Victory Condition: Eliminate all members of the opposing team.

Round Time Limit: 10 minutes

Rounds to Win: 5

Weapon Tuning: Competitive

Execution Rules: On

+166
2 TC Prima 1 Swarm Sniper +166

+9
2 TC Prima 1 Swarm Drone Elite +110

Only executions can kill in this mode. However, standard executions that are performed when you are stunned or DBNO are not the only way to put an end to your opposition. You can also get kills with explosives, close-range shotgun blasts, long-range headshots from the Longshot or Retro Lancer, and attacks with the Lancer's new melee techniques.

Obviously, staying in or near cover puts you in a better position when you are in a state of DBNO. Depending on the weapon that an opponent is using, you may be invincible to their attacks at range and you can crawl to your nearest teammate to be revived.

While you are moving around the map, make it a habit to vault over cover. If you're lucky, you may kick an enemy and stun them. This will give you an easy opportunity for an execution.

When an enemy is DBNO, a standard melee attack will kill the enemy faster than performing a full execution. Use this method to take an enemy out of the battle quickly, allowing you to continue moving or seek cover.

Multiplayer Modes

King of the Hill

Capture and hold the objective ring to score enough points to win. Teammates will respawn at the same time every 10 seconds.

Respawn: 10 seconds

Victory Condition: Gather the match limit of points.

Rounds to Win: 2

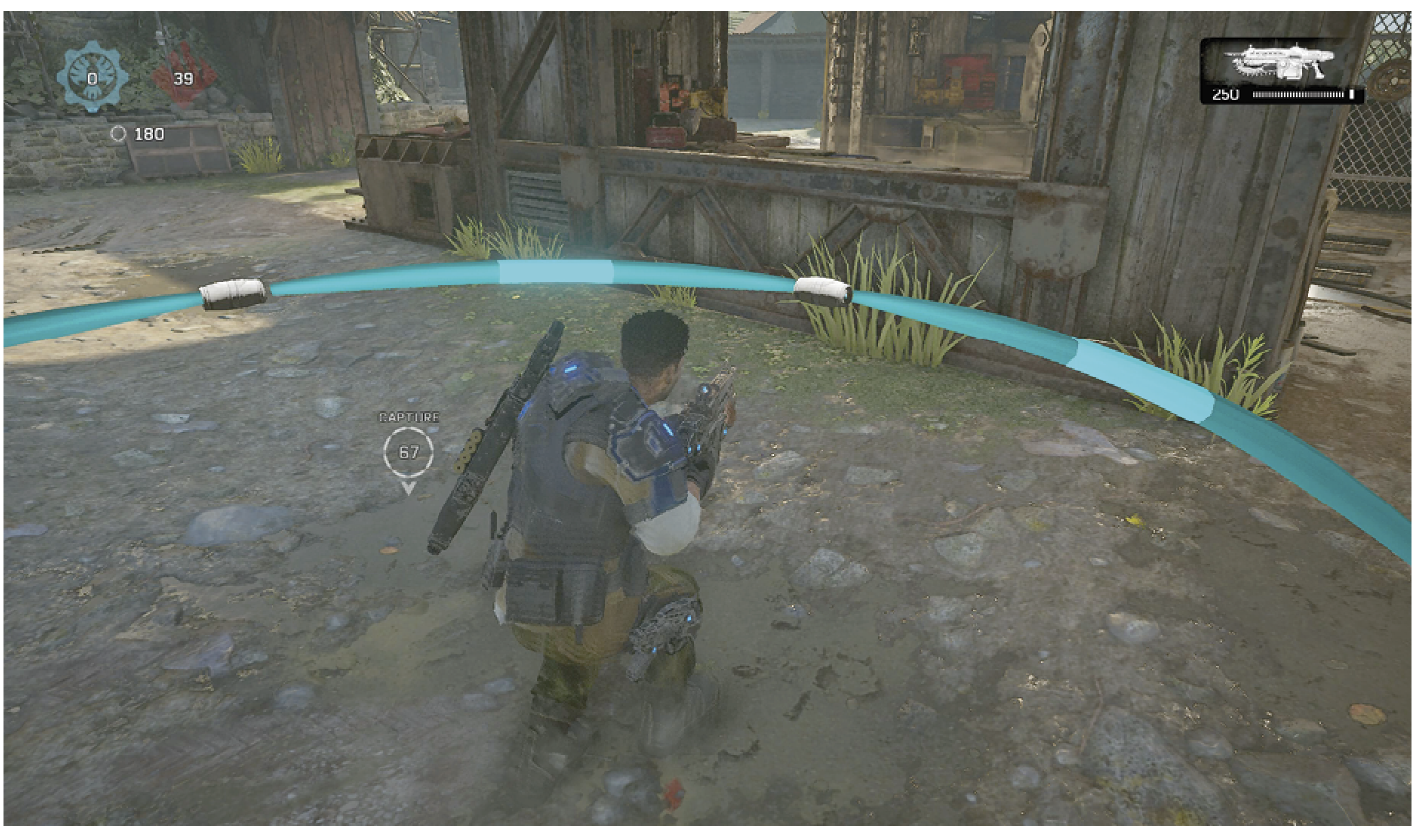
Round Score Limit: 180

Weapon Tuning: Core

King of the Hill features an objective ring that moves around the map after a short amount of time. If you hold the objective ring from its appearance to the end, you can get a full 75 points.

The first team to hit the point limit wins the game. Kills do not add any points to your team's score, so make sure you keep the objective as your main goal and not your kill-to-death ratio!

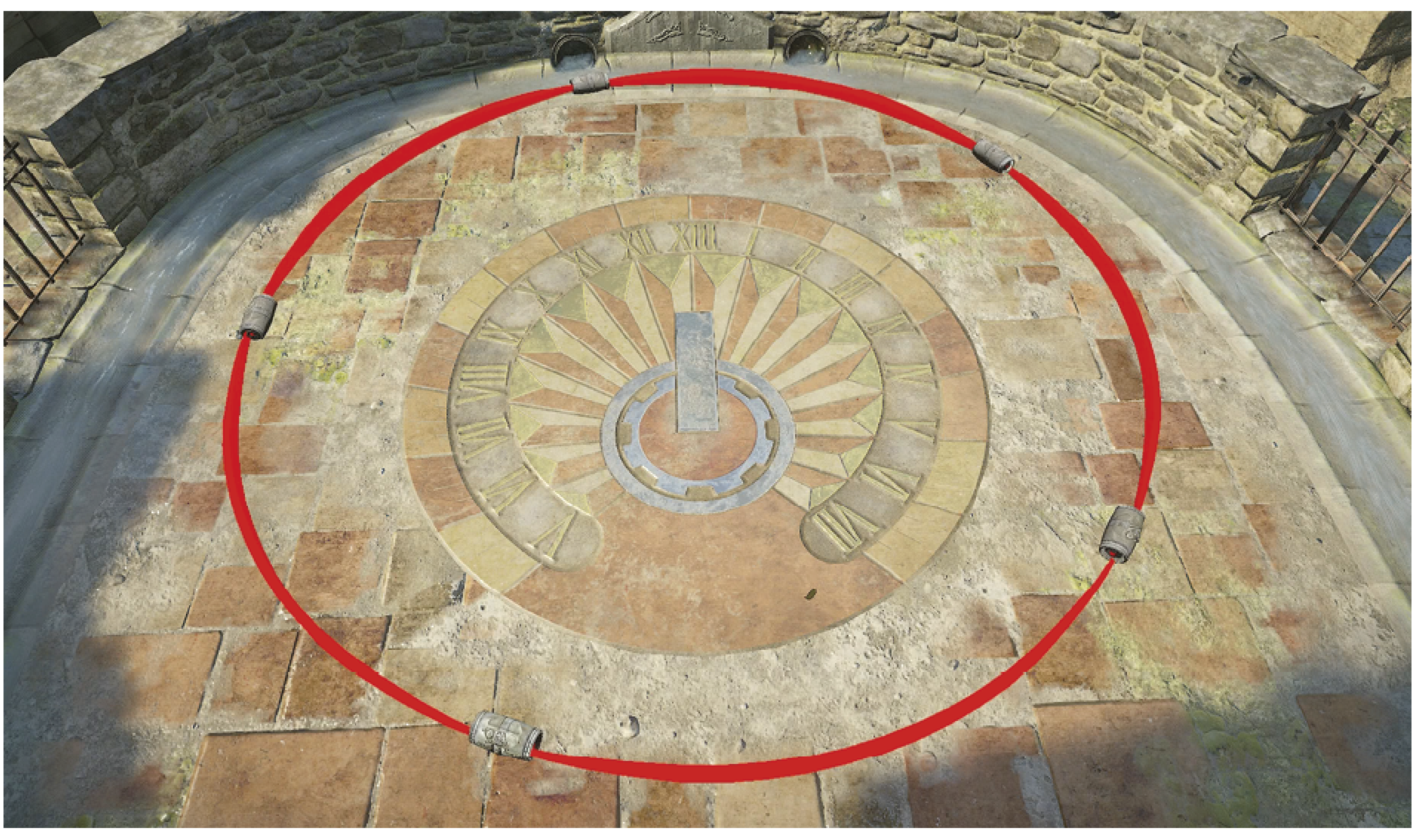
If the enemy is stampeding toward the objective, try throwing down a Smoke Grenade to obscure their vision.



Another option to ward off multiple enemies is tossing a Shock or Incendiary Grenade on the ground at the objective. Neither grenade will damage your teammates; either will, however, damage you and any enemies who enter the ring. Use this as more of a support tactic if you are watching over your teammates.

The objective ring will move around the map. This could put it closer or further away from your spawn, so make sure you gain all the points you can when the objective ring is in a place that gives your team the advantage.

If you have the point lead and the objective is closer to the enemy's spawn, you can keep your distance and pick your enemies off as they close in on the objective. While this won't net you any points, it will prevent them from getting points without overextending your team.



When the objective ring expires, the location for the next one will show up on the map and in-game. Quickly head in that direction and try to get there before the points start ticking down. The amount of points left in the circle will continue to drop, regardless of either team's possession.

Multiplayer Modes

Warzone

Eliminate all members of the opposing team. You get one life per round. You cannot self-revive from being DBNO.

Respawn: You only live once

Victory Condition: Total elimination of the enemy team grants victory.

Rounds to Win: 5

Round Time Limit: 10 minutes

Weapon Tuning: Core

030
2 TC Prima 1

150
2 TC Prima 1 Outsider Oscar • +50
2 TC Prima 1 Swarm Drone • +50

138
Swarm Drone Elite
Outsider Oscar • 2 TC Prima 1
Swarm Grenadier •

Warzone is an unforgiving mode. One mistake and you are out for the entire match. Stick with your teammates, but not too close, especially in maps that feature weapons like the Boomshot or Dropshot, as you could easily end up as a quick multi-kill for the enemy.

Unlike execution, you can be killed without any sort of execution move, making all weapons much more lethal. If you are DBNO, get behind cover and wait for the chance to be revived by a teammate. DBNO enemies can still be shot from a distance, so don't go running out into the open to get an execution.

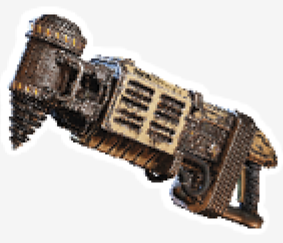
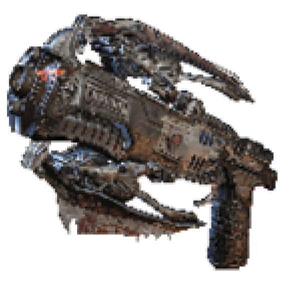
Consider using DBNO enemies as bait, if they are in an open part of the map and a good distance from cover. An overzealous teammate may try to come out and assist them, giving you a great opportunity to deal out some more damage to the enemy team.

Work with your team to coordinate your style of attack and control the pace of the game. You don't want to be the only one rushing up the middle of the map!

Overview

Set in a variety of Sera locales, the 10 multiplayer maps are shared between Versus and Horde modes. This chapter lists all of these important locations. First, points of interest with short descriptions of each area are shown. Next, maps are given for weapons, and spawn points for the Versus modes. Then, spawn points, ammo, and Fabricator location are given for Horde mode along with Fabricator placement strategies.

Map Legend

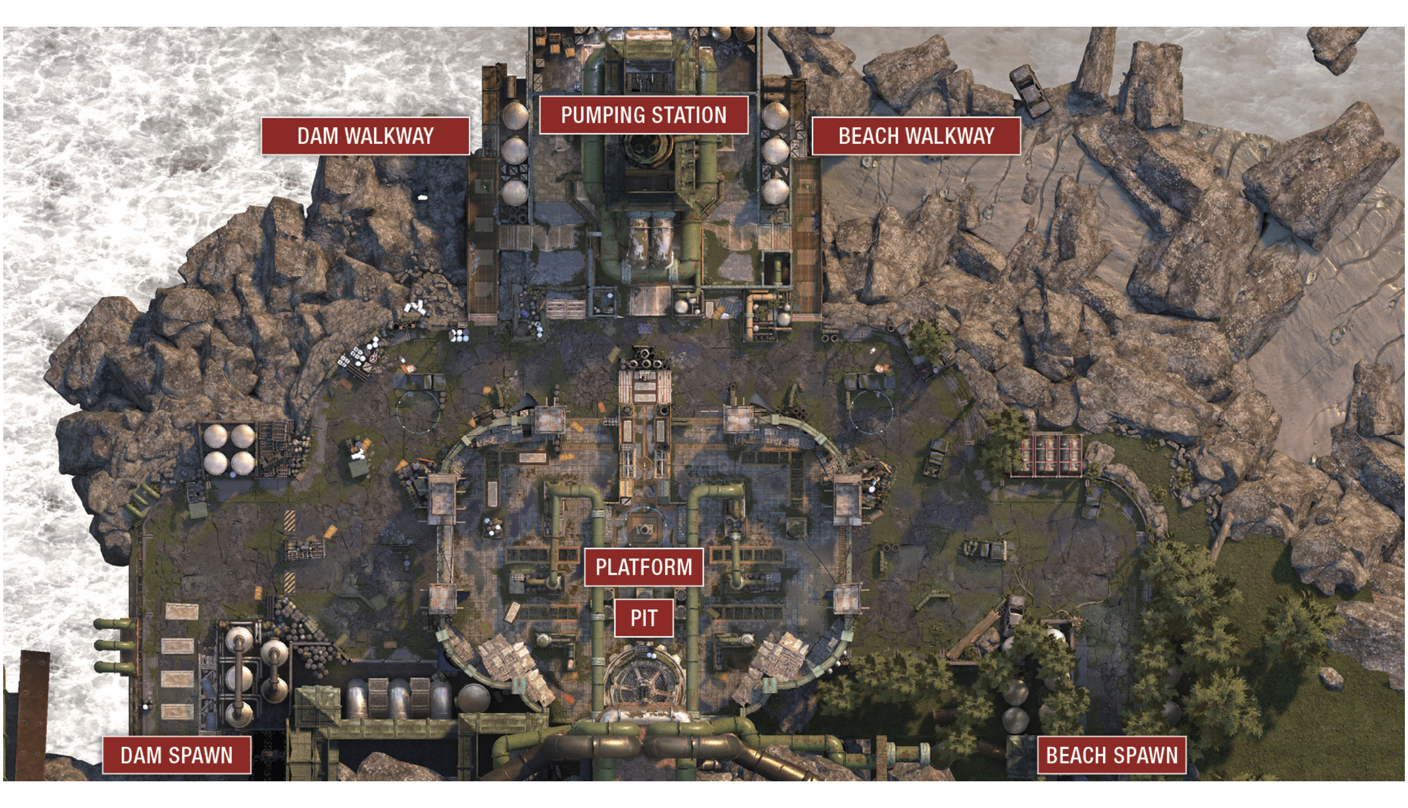
	Boltok
	Boomshot
	Buzzkill
	Dropshot
	EMBAR
	Frag Grenade
	Incendiary Grenade
	Longshot
	Markza Mk 1
	Mulcher
	Overkill
	Retro Lancer
	Shock Grenade
	Smoke Grenade
	Torque Bow
	Tri-Shot
◯	Escalation (Blue)/King of the Hill Rings (Orange)
⚙	COG Start
◆	Swarm Start
	Ammo Crate
	Fabricator

Multiplayer Maps

Dam

The Stranded made use of this pumping station as a fort against the Locust. Now abandoned, the raised center platform contains tight, close fights while the pumping station offers strong long range support positions.

POINTS OF INTEREST



BEACH SPAWN

Located near the beach and just beyond the entrance to the dam, this spawn point provides a decent line of sight into the right half of the map and is the starting point for Horde matches. A few cars litter the road, providing a little cover to move between as you work your way into the middle of the map.

BEACH WALKWAY

This narrow path provides quick access to the Pumping Station from the Beach Spawn. This area is extremely tight, so watch out for opponents as you move through the area.

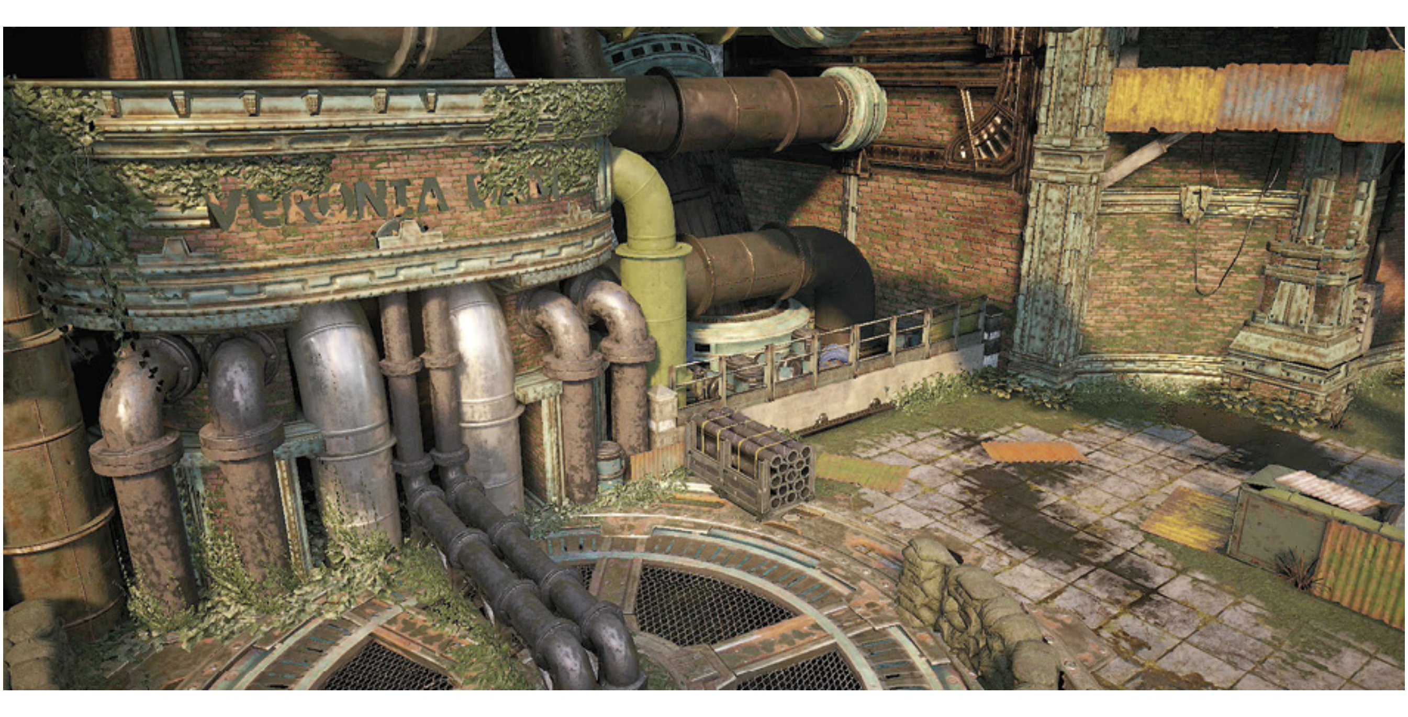
DAM SPAWN

The Dam Spawn sits next to the rushing waters of the Veronia Dam. Bundles of pipes and barrels provide some cover, but overall it is relatively open. What cover there is gives a decent line of sight up the hill toward the Platform.

DAM WALKWAY

The Dam Walkway is a mirror image of the Beach Walkway. The narrow path provides a lot of cover, but be careful you don’t get trapped at the dead end. Use this route to move from the Dam Spawn into the Pumping Station.

PIT



Great sniping posts can be seen on the upper walkways surrounding the area, but they are not accessible in the game. Therefore, you must take advantage of the available of cover to take refuge from your adversaries. A circular pit sits along the side of the map, opposite the Pumping Station. Sandbags have been placed in a semi-circular shape, creating cover that can be defended by a good team.

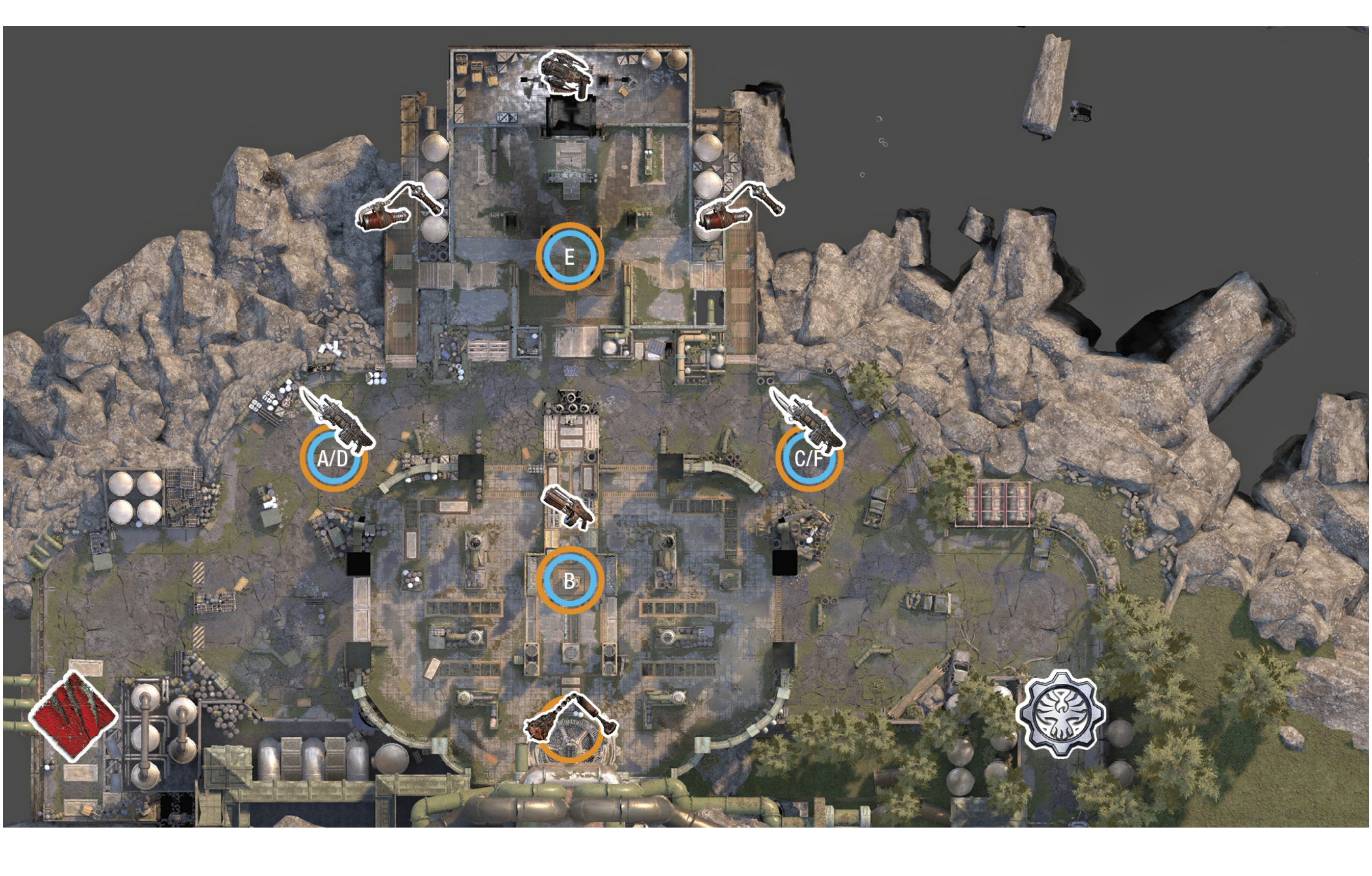
PLATFORM

A raised platform in the middle of the Dam provides a clashing point for the COG and Swarm. A Power Weapon sits in the middle of the Platform, so the team that takes this podium gets the reward. Don’t get carried away sniping from behind the walls, since opponents can rush from the Pit and Pumping Station.

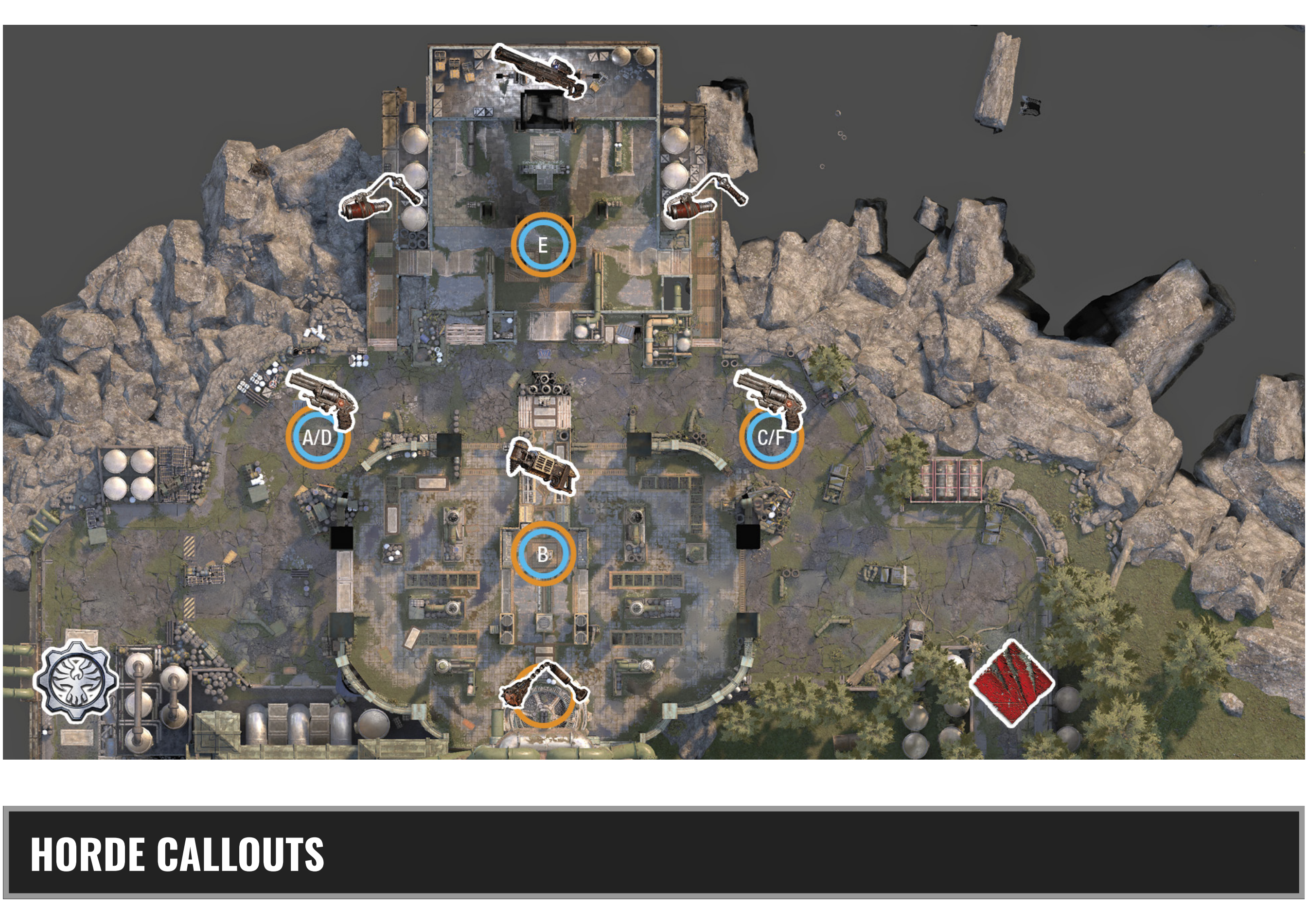
PUMPING STATION

The pillars that hold the Pumping Station up provide great cover for snipers. Support them by guarding the entrances that lead to the walkways and Platform.

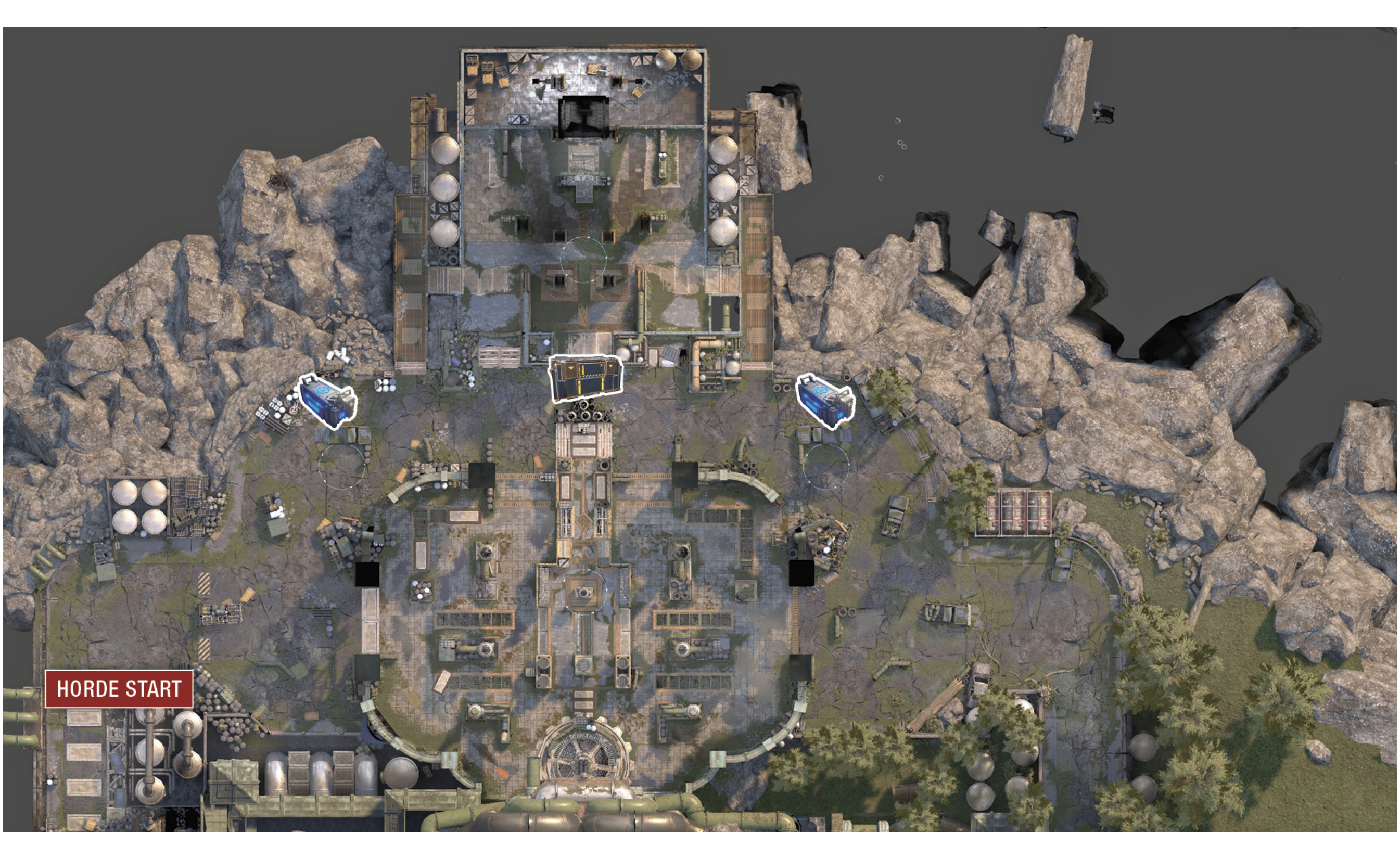
VERSUS CALLOUTS 1



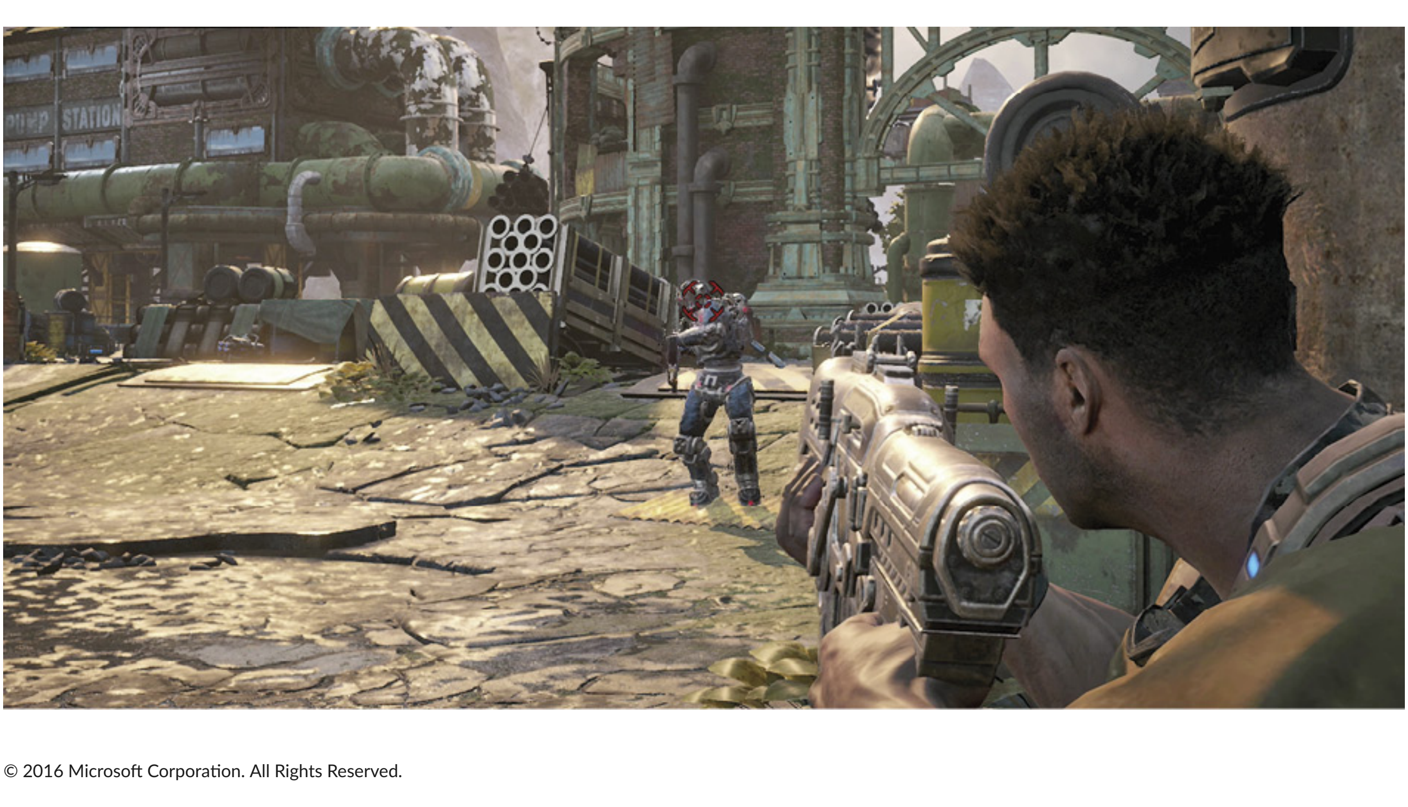
VERSUS CALLOUTS 2



HORDE CALLOUTS



The spawn points provide great locations for the Fabricator. Set up at the corner to get a good view of all incoming enemies. Use the pieces of cover to move to the Platform to collect ammunition and enemy loot. Ammunition crates sit between the spawns and walkways.

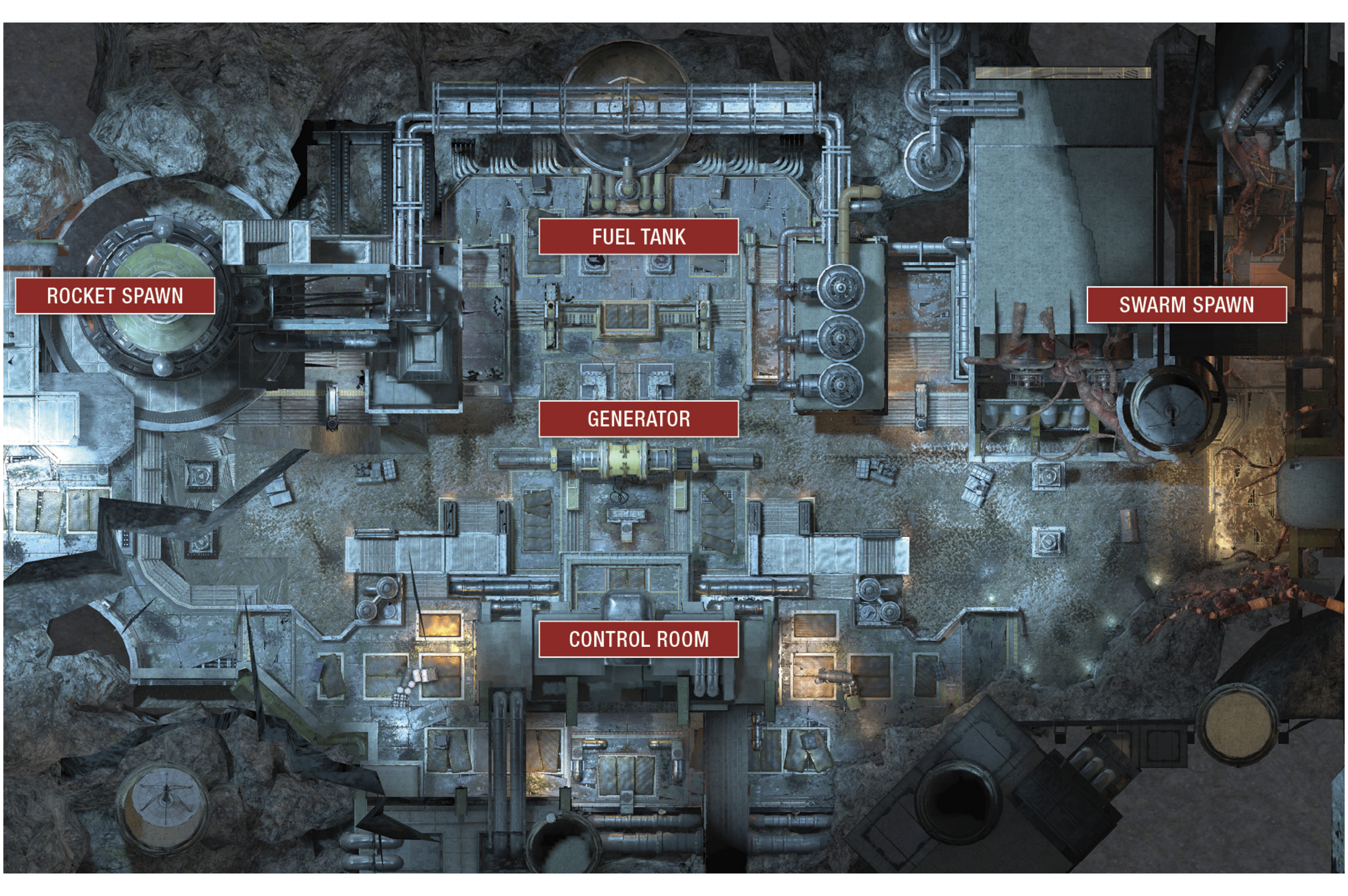


Multiplayer Maps

Fallout

The UIR's long forgotten missile silo lays deep within a hidden bunker. The launch control lookout offers the best visibility over the entire map while the pumping rooms provide strong defensive locations.

POINTS OF INTEREST



CONTROL ROOM

Accessible from either side, the Control Room provides the best views on the map with a balcony that overlooks the generator. Don't spend too much time there, since explosive power weapons are available for those who wish to flush you out of your sniping post. Two connecting corridors allow opponents to raid your location unless your team can lock it down.

FUEL TANK

Equipment on this raised platform protects players from central attacks, but you are vulnerable to opponents who attack from the rooms and stairs on each side. Unless your team holds the two upper rooms, quickly move through this area—keeping an eye out for the power weapon that rests near the Generator.

GENERATOR

A big generator occupies the central area, blocking line of sight across the middle of the map. An opening in the middle allows for surprise attacks on unsuspecting foes. Look for clashes between the COG and Swarm, but watch out for players who set up in the raised areas along the sides.

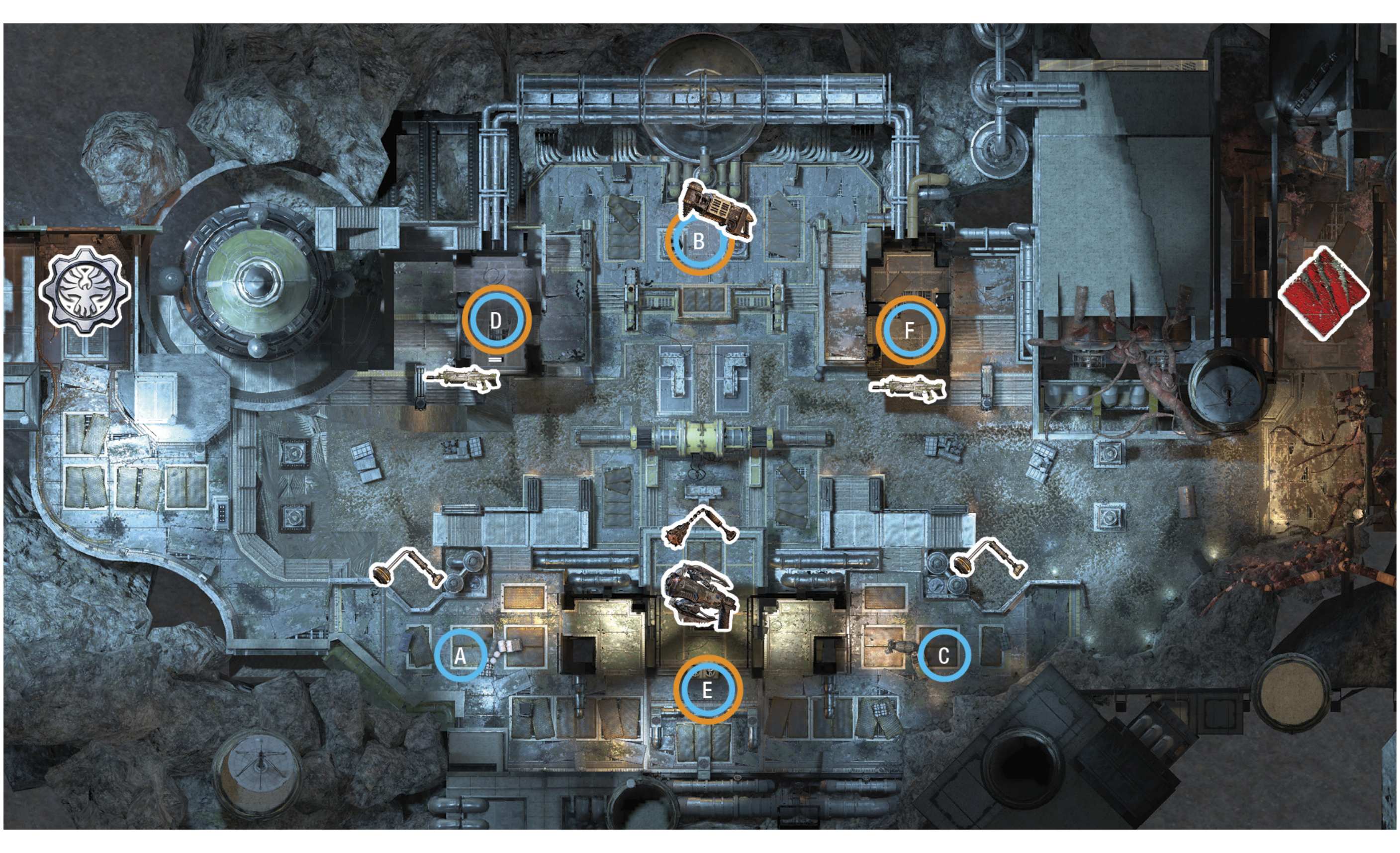
ROCKET SPAWN

The spawn points in Fallout are located well away from the action. Quickly move into the center of the arena to find power/secondary weapons and defensible locations. Equipment scattered along the path present opportunities to take cover when under fire.

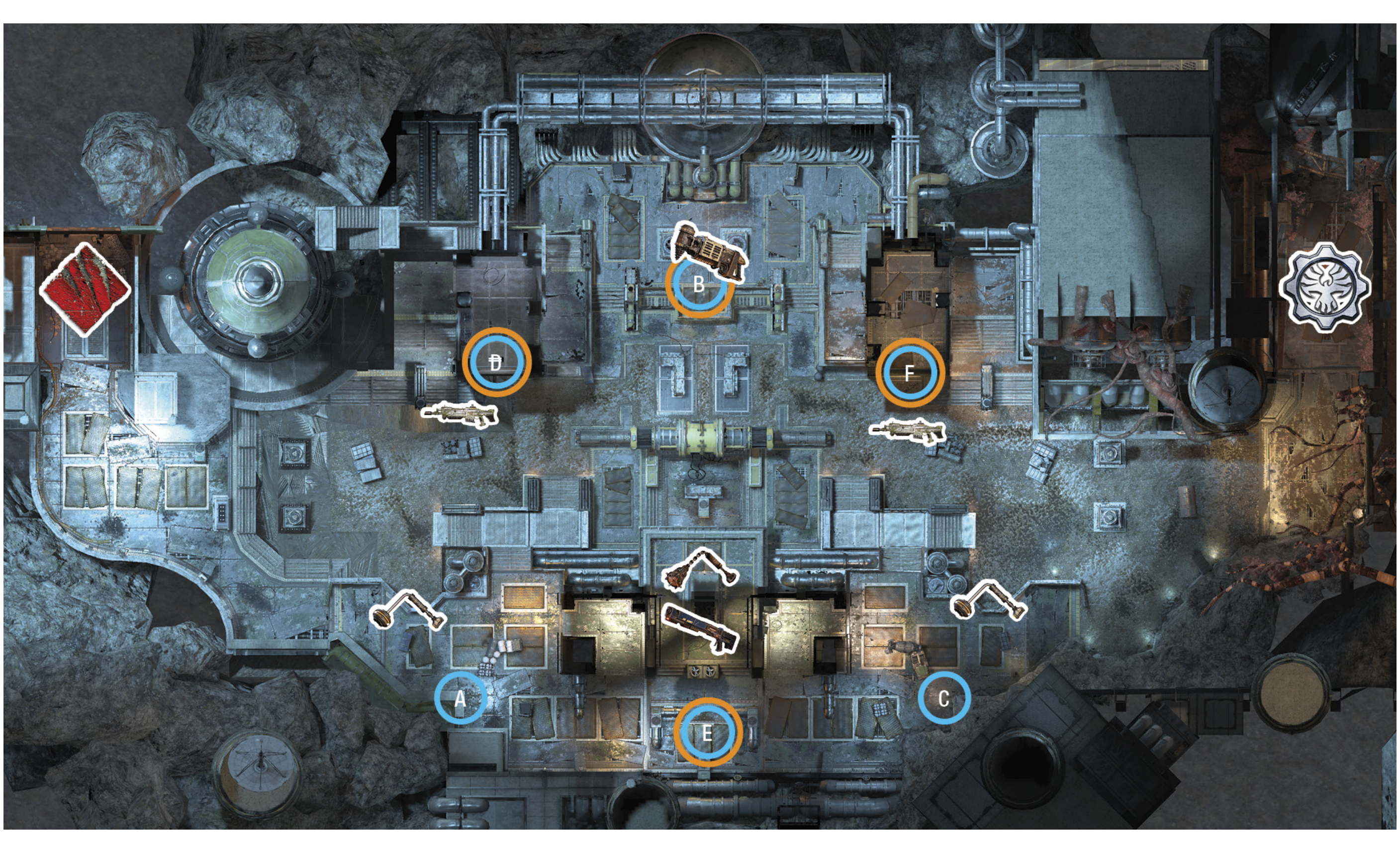
SWARM SPAWN

Much like the Rocket Spawn, this area is fairly open—leaving you vulnerable if not careful. Beware as you move into the central area, where raised rooms on each side offer vantage points over the central path.

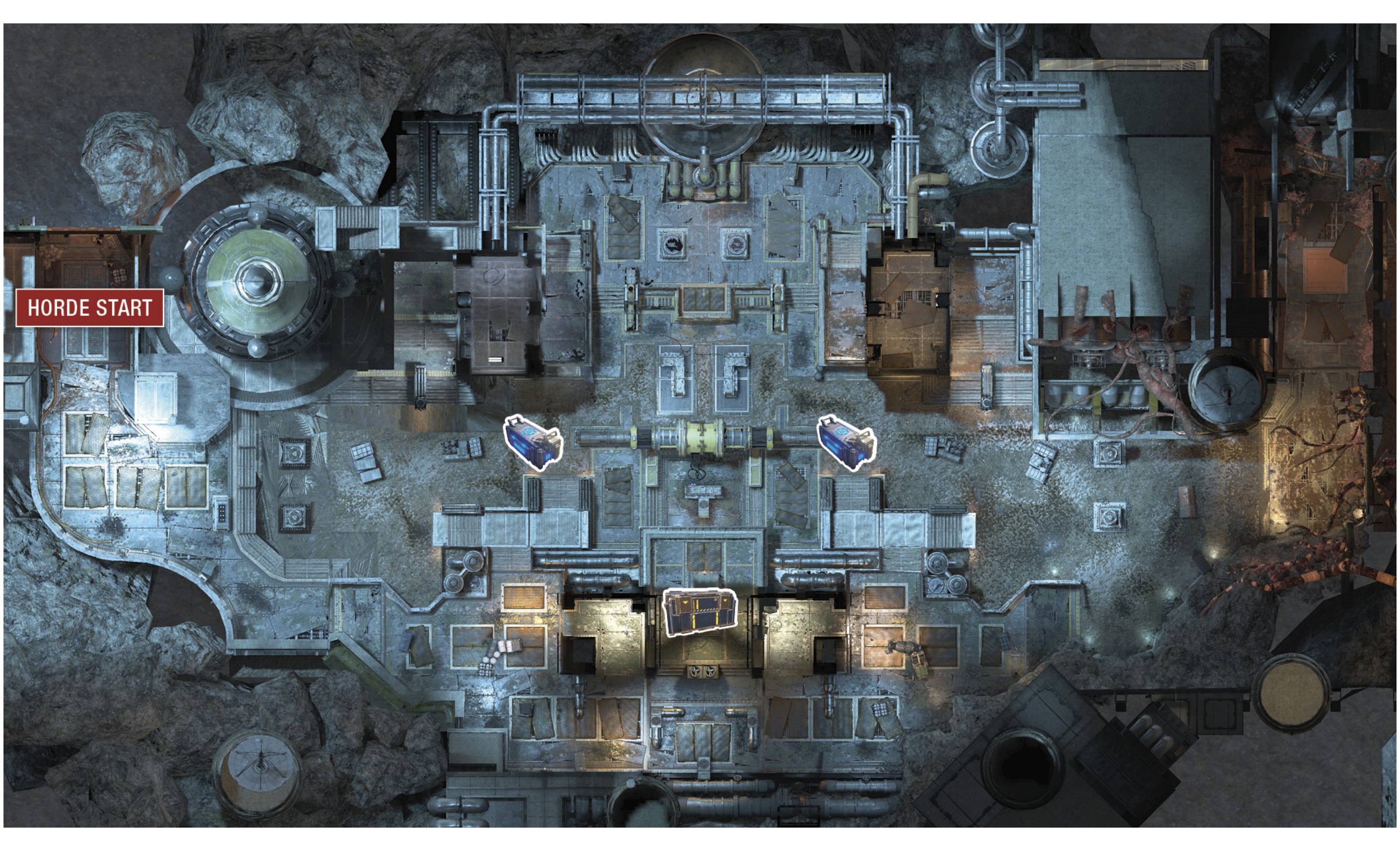
VERSUS CALLOUTS 1



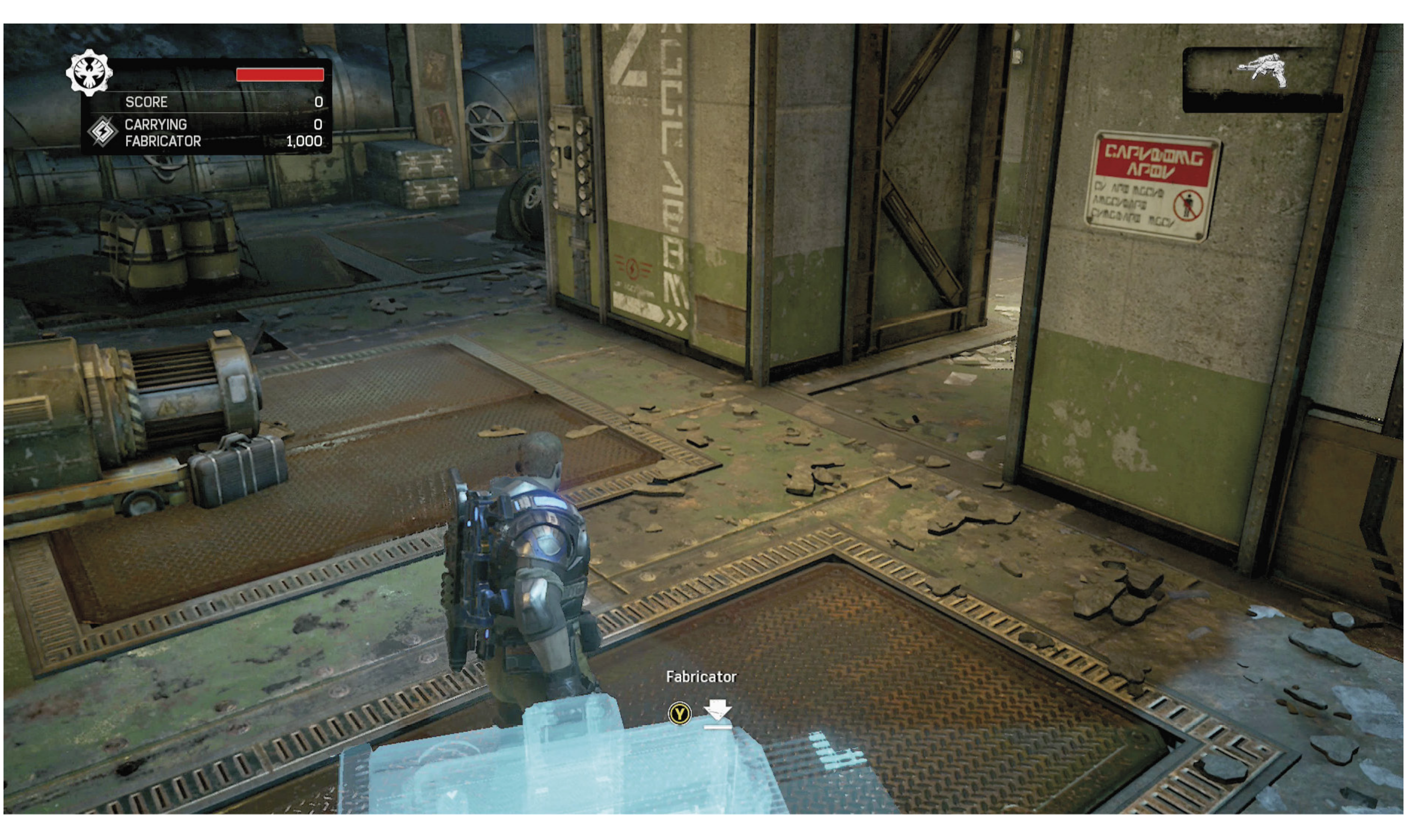
VERSUS CALLOUTS 2



HORDE CALLOUTS



Grab the Fabricator that sits just below the Control Room balcony and pull it to a more defensible location. With enough players, the Control Room can be defended against an enemy onslaught, but watch out as they spawn at both ends of the map. Your best sniper should man the balcony, while Sentries assist the rest of the team at each entrance. The spawn points are also good spots for the Fabricator if you are unable to protect the multiple entrances into the upper room.

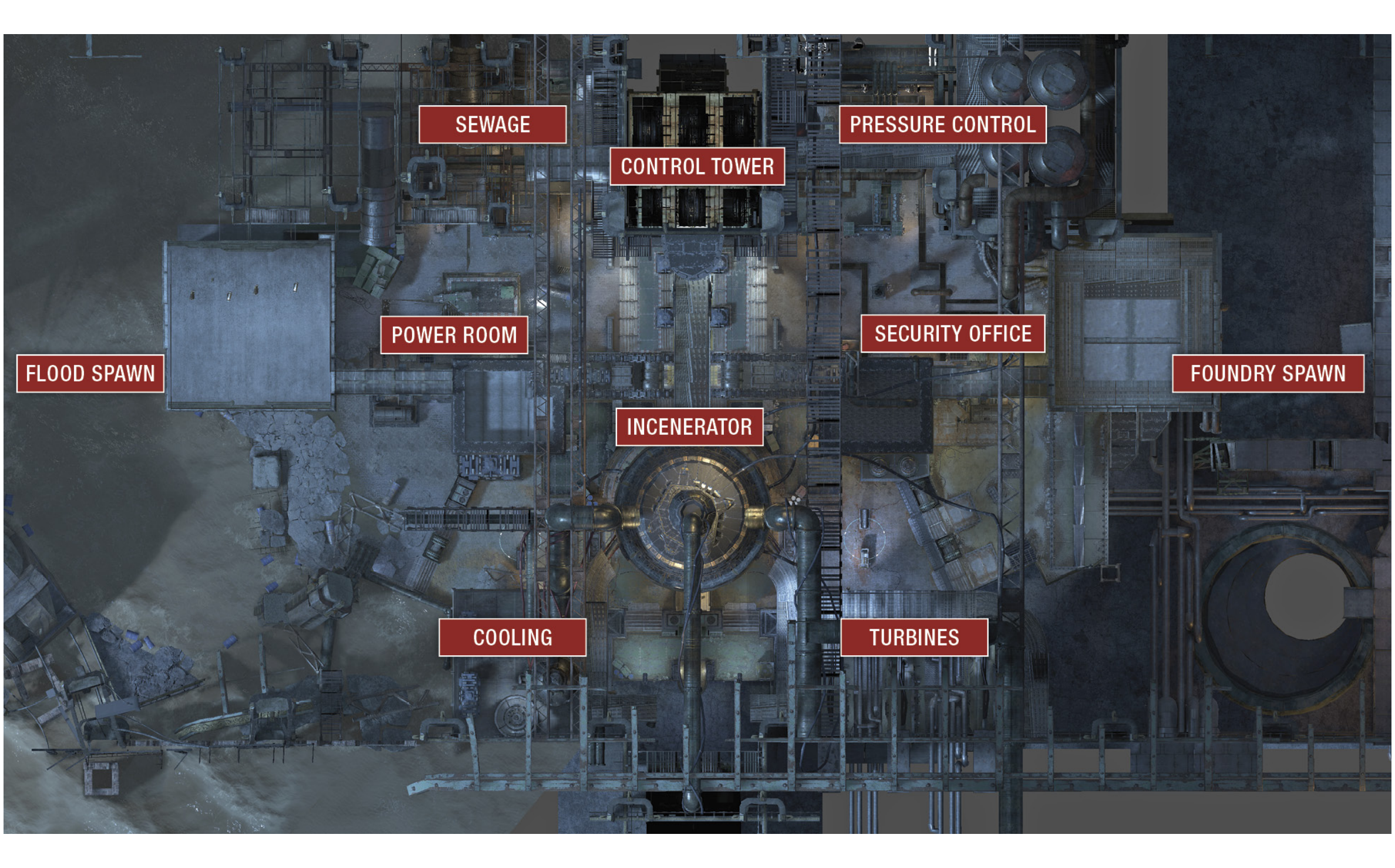


Multiplayer Maps

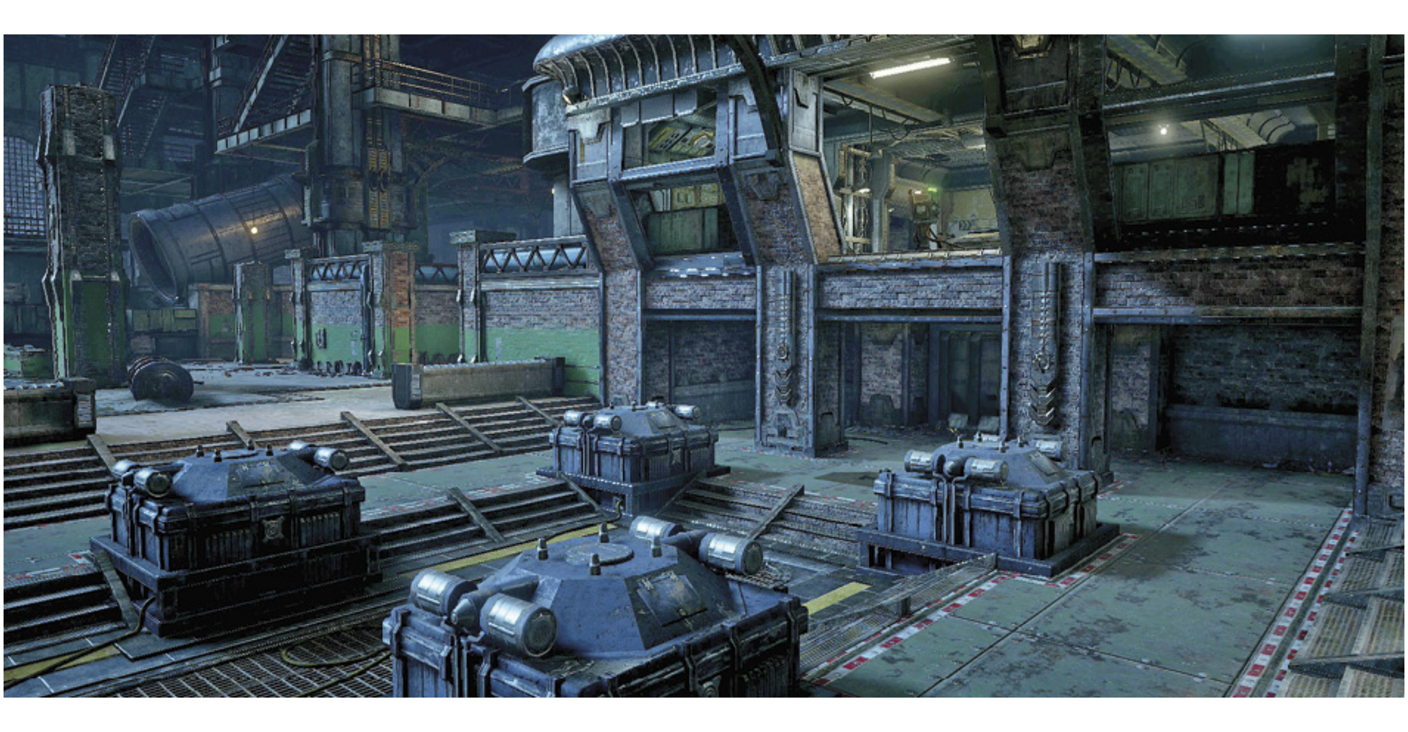
Forge

This Pendulum War-era steelworks no longer supports the Co G war machine. The switch in the control room will ignite the core furnace, obliterating anything below it.

POINTS OF INTEREST

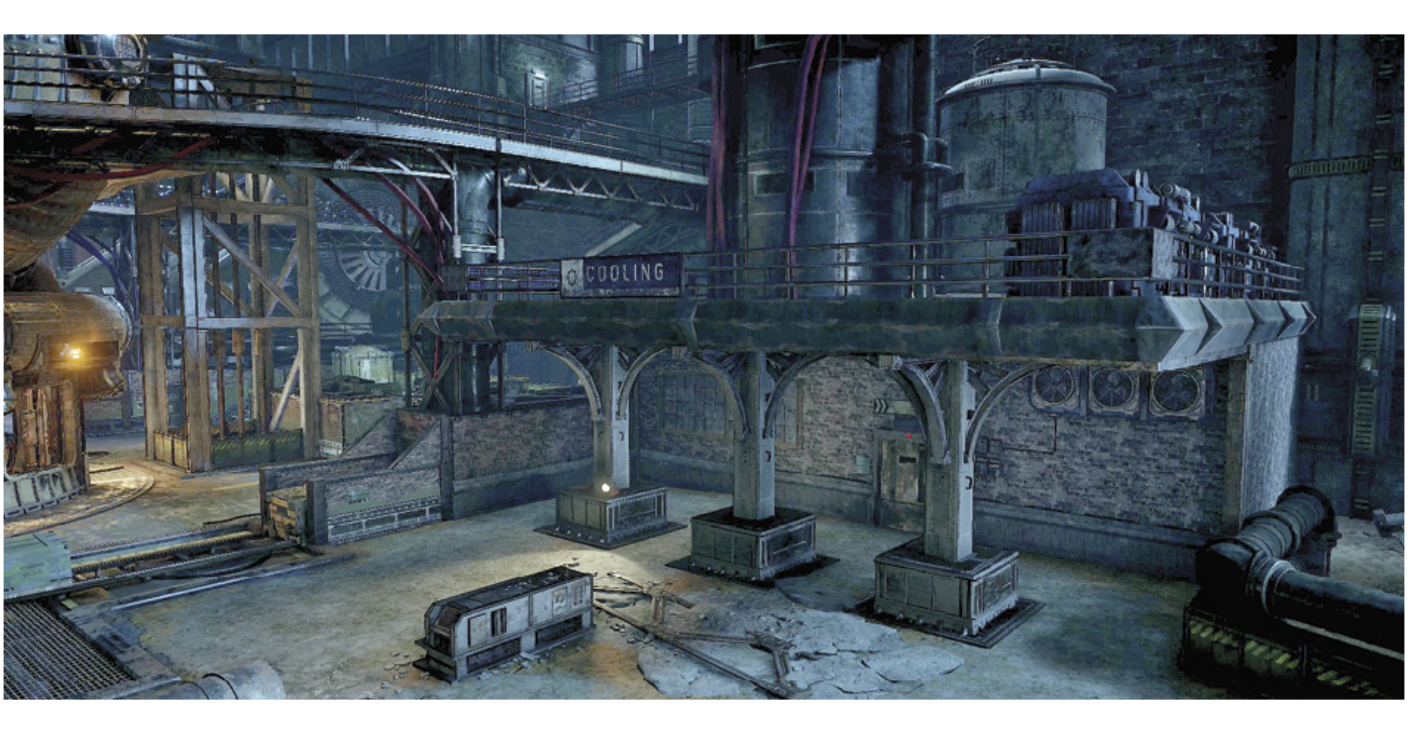


CONTROL TOWER



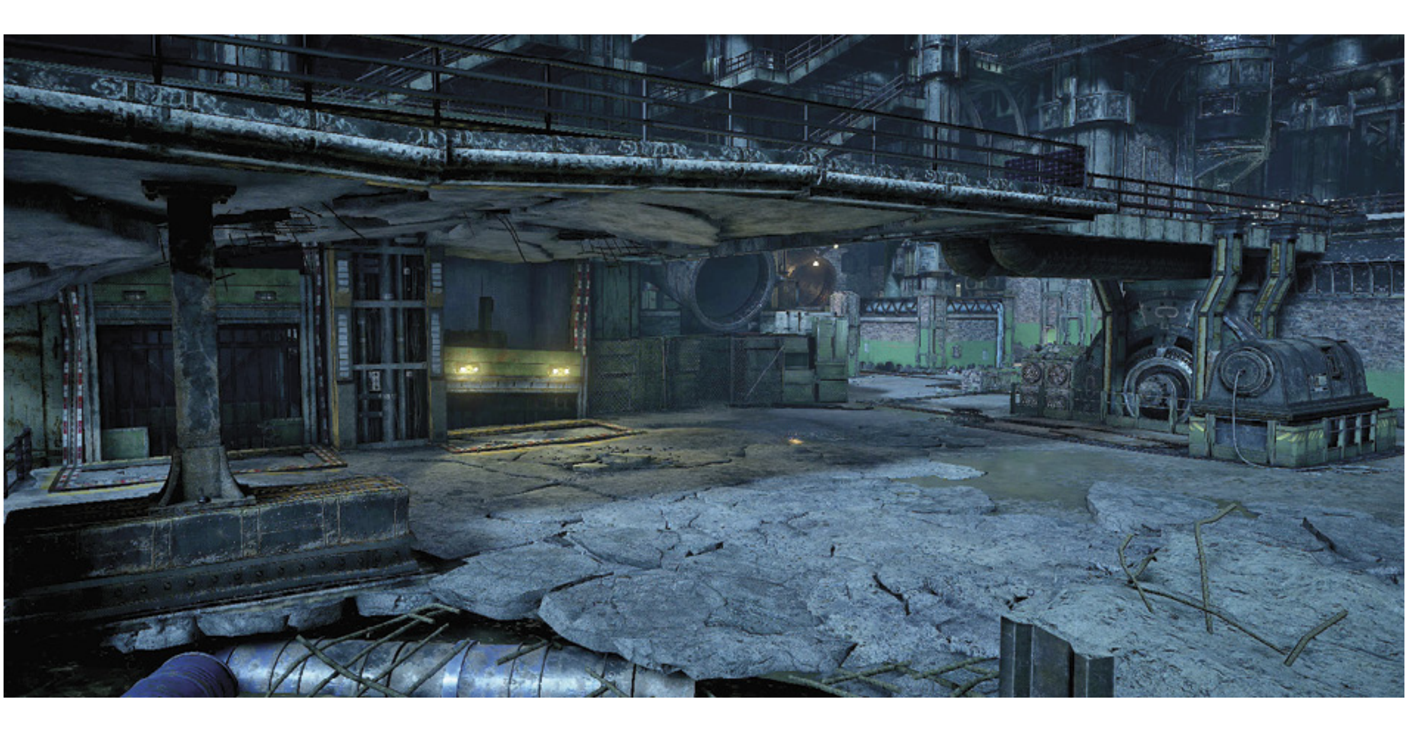
Accessible through Pressure Control or Sewage, the Control Tower offers a great view across the center of the map. A switch sits in the overlooking window. A green light atop the device indicates the circular Incinerator ahead is ready. Find more information on the trap below.

COOLING



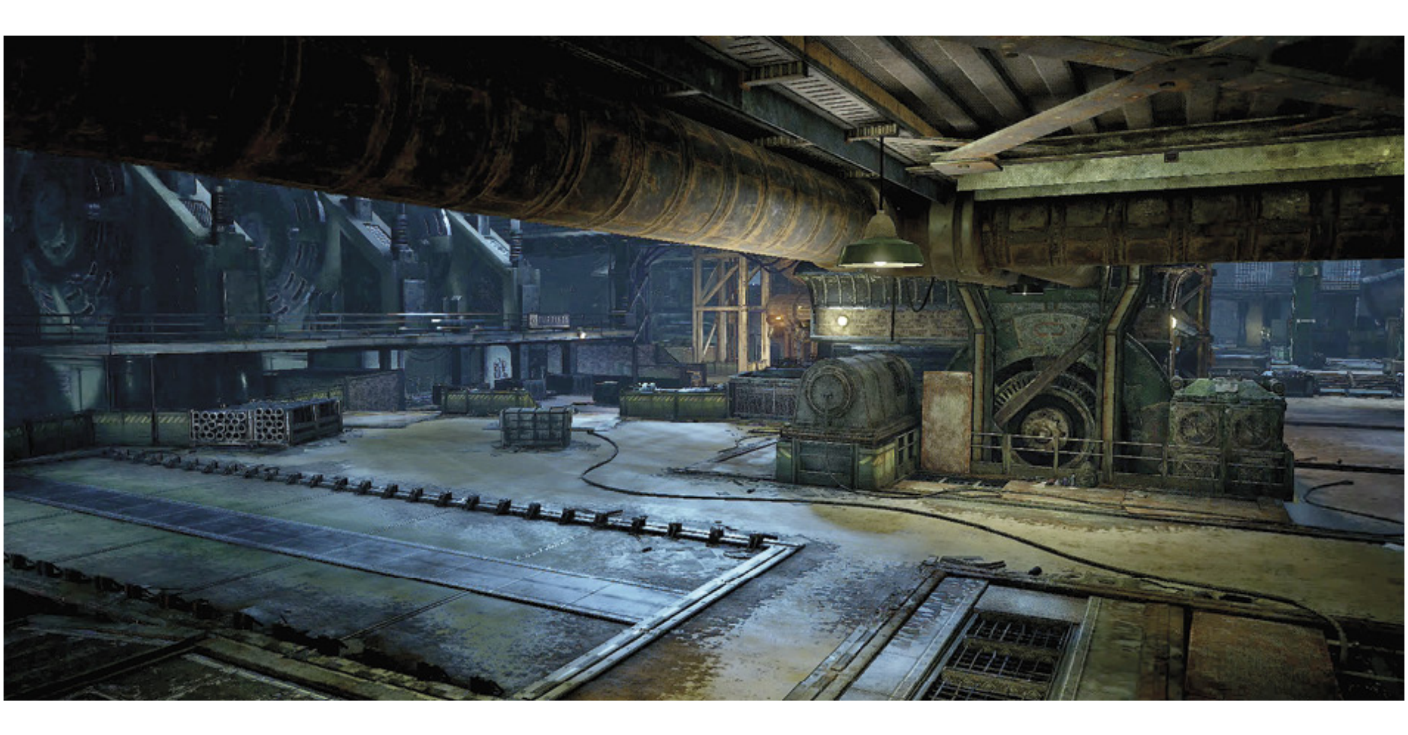
Cooling is setup in the same way as the Turbines. Pillars along the wall provide cover as you fight your way toward the power weapon in the Incinerator.

FLOOD SPAWN



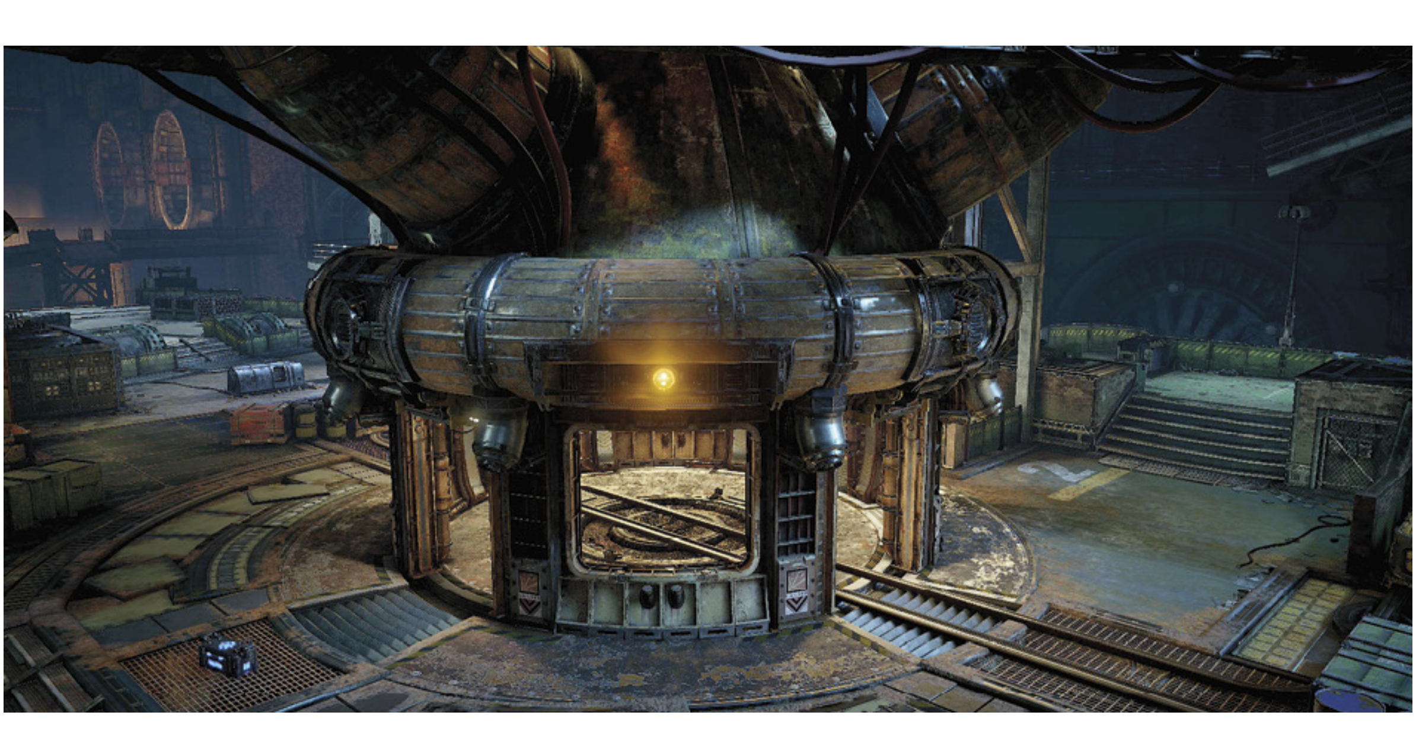
The spawn points in the Forge are wide open, but thankfully Spawn Protection gives you enough time to seek cover. From Flood Spawn, you can head left to the Control Tower or right to the Incinerator.

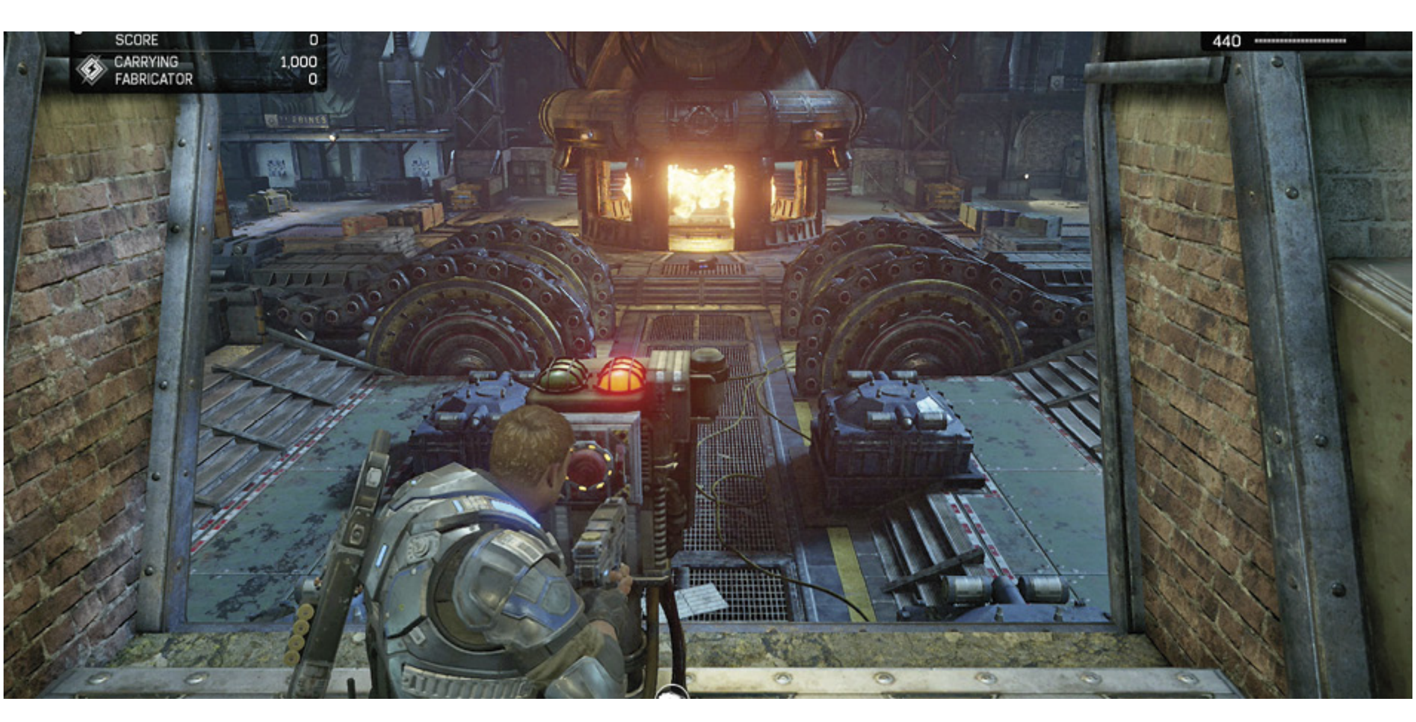
FOUNDRY SPAWN



The Foundry Spawn is just as open as Flood, so quickly seek shelter before becoming vulnerable to attack. Horde matches begin at this location with a direct shot to the Fabricator that sits just outside of the Control Tower.

INCINERATOR

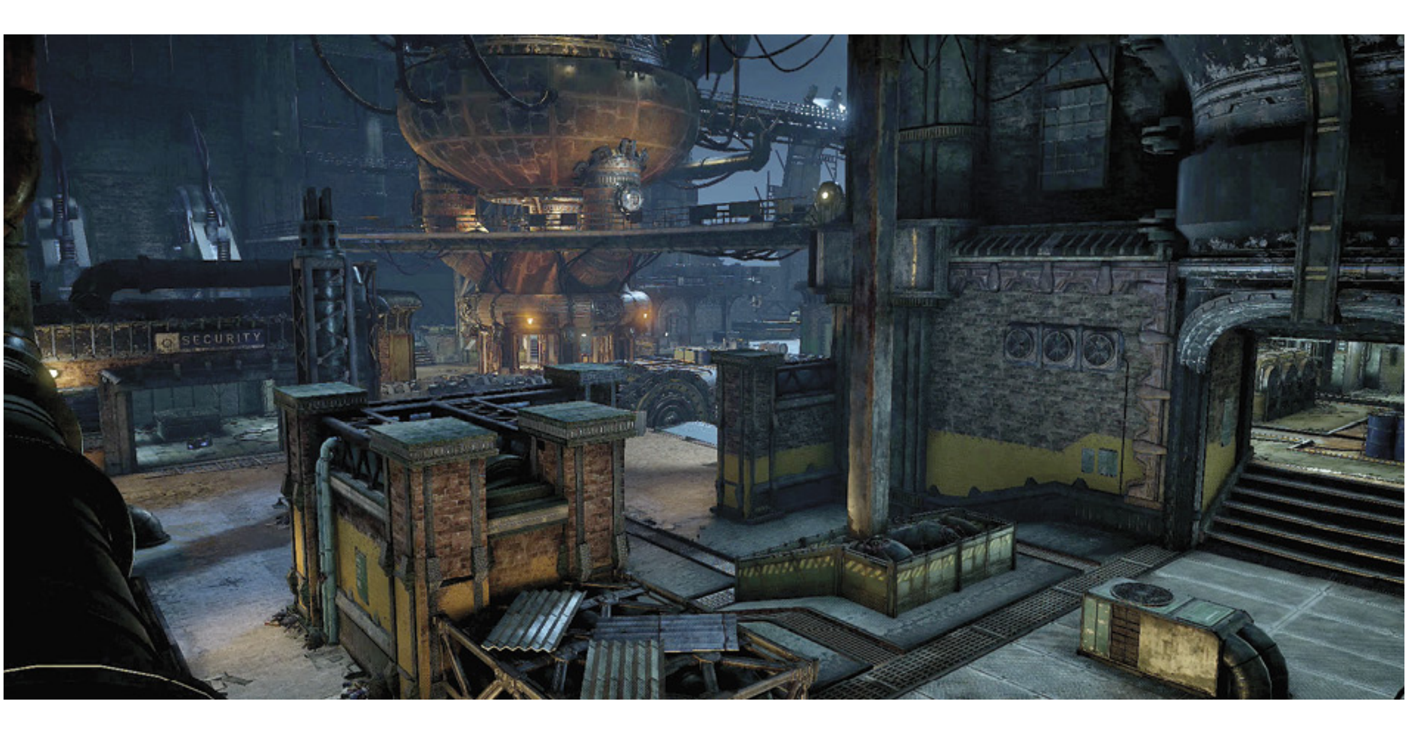




The Incinerator is open from all sides, with direct line of sight from the Control Tower. Do not spend too much time in this room unless your team controls the switch located in the tower. Once the button is pressed, fire spews out from the ceiling—downing players caught inside. The power weapon that sits inside may be tempting, but be sure you are not being baited.

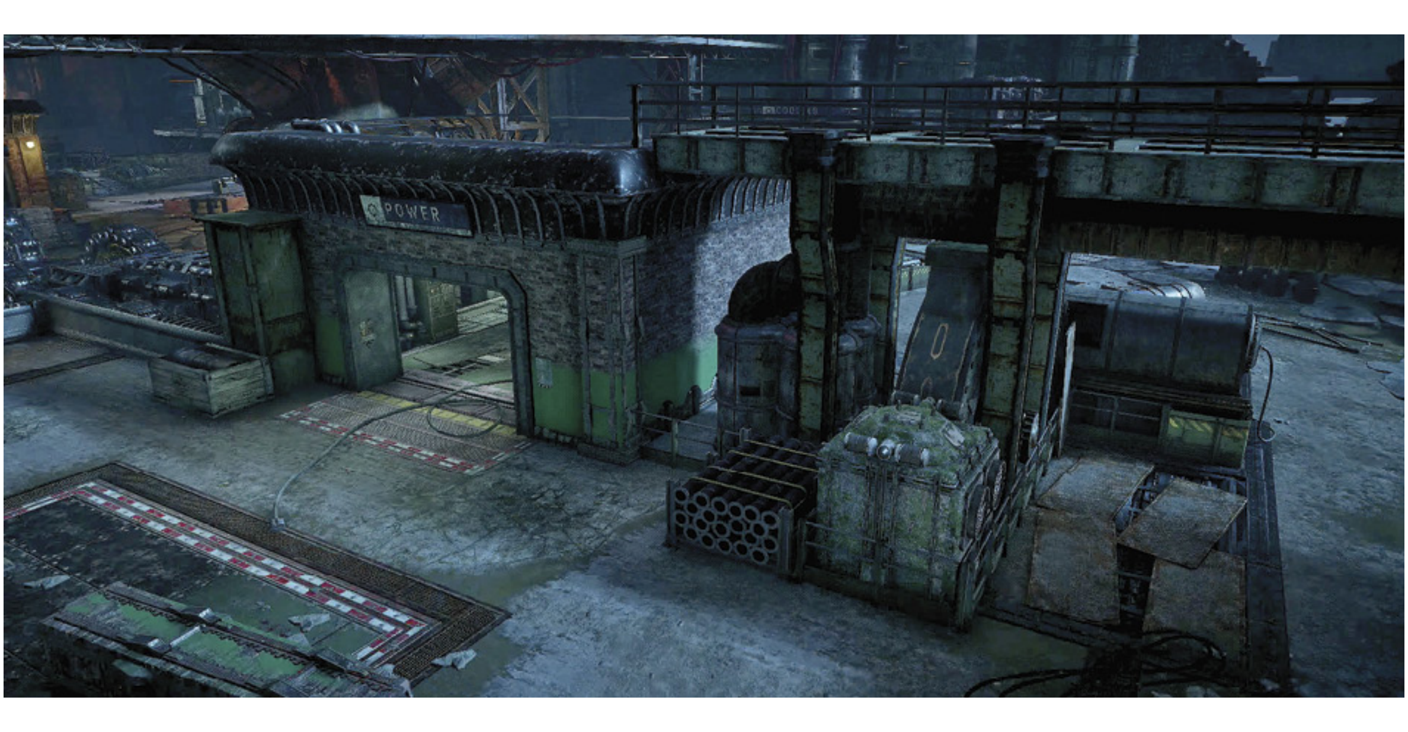
In Horde mode, have one player lure enemies into the room, while another watches from the tower. A timely press of the button can wipe out anyone caught inside, even though it is a tough sell to get foes to enter the death trap.

PRESSURE CONTROL



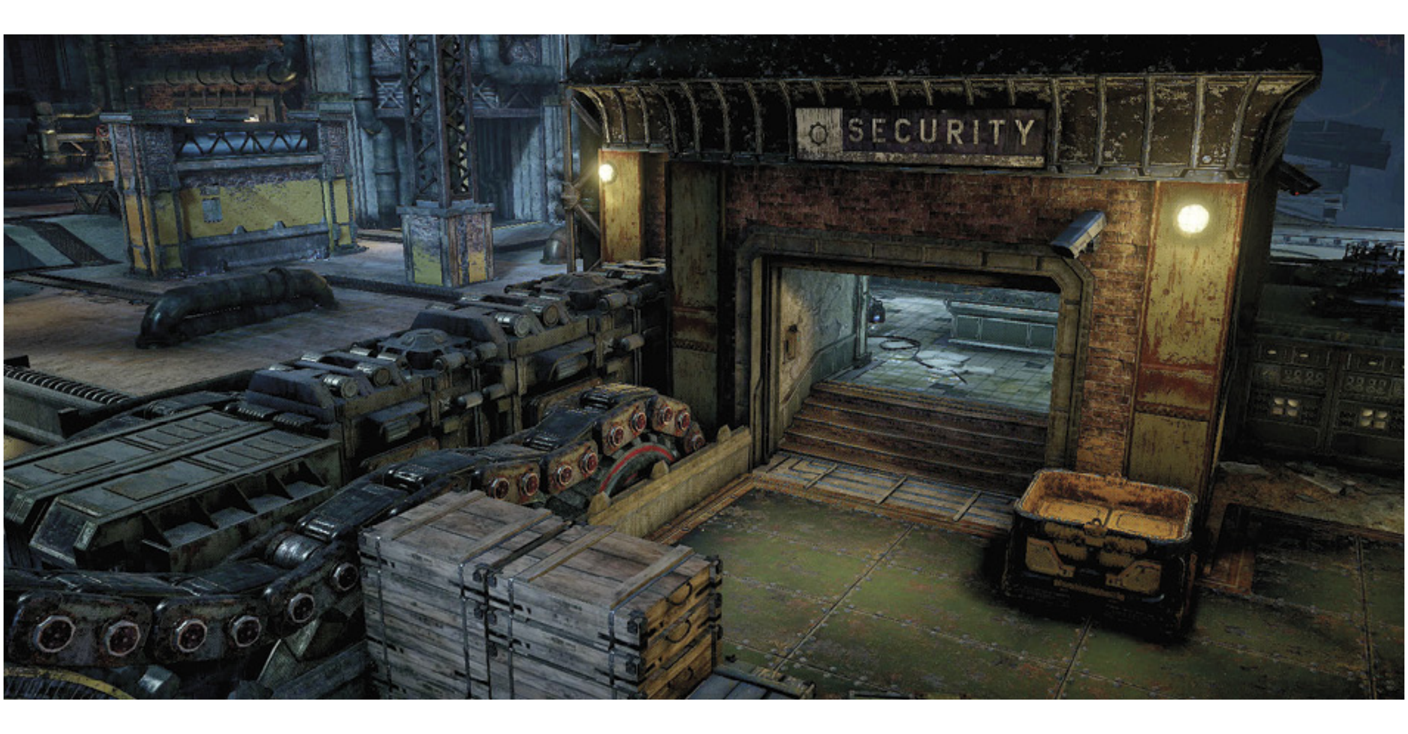
Pressure Control allows quick access to the Control Tower for those who start at the Foundry Spawn. Use the cover to fight your way inside if the site is already taken.

POWER ROOM



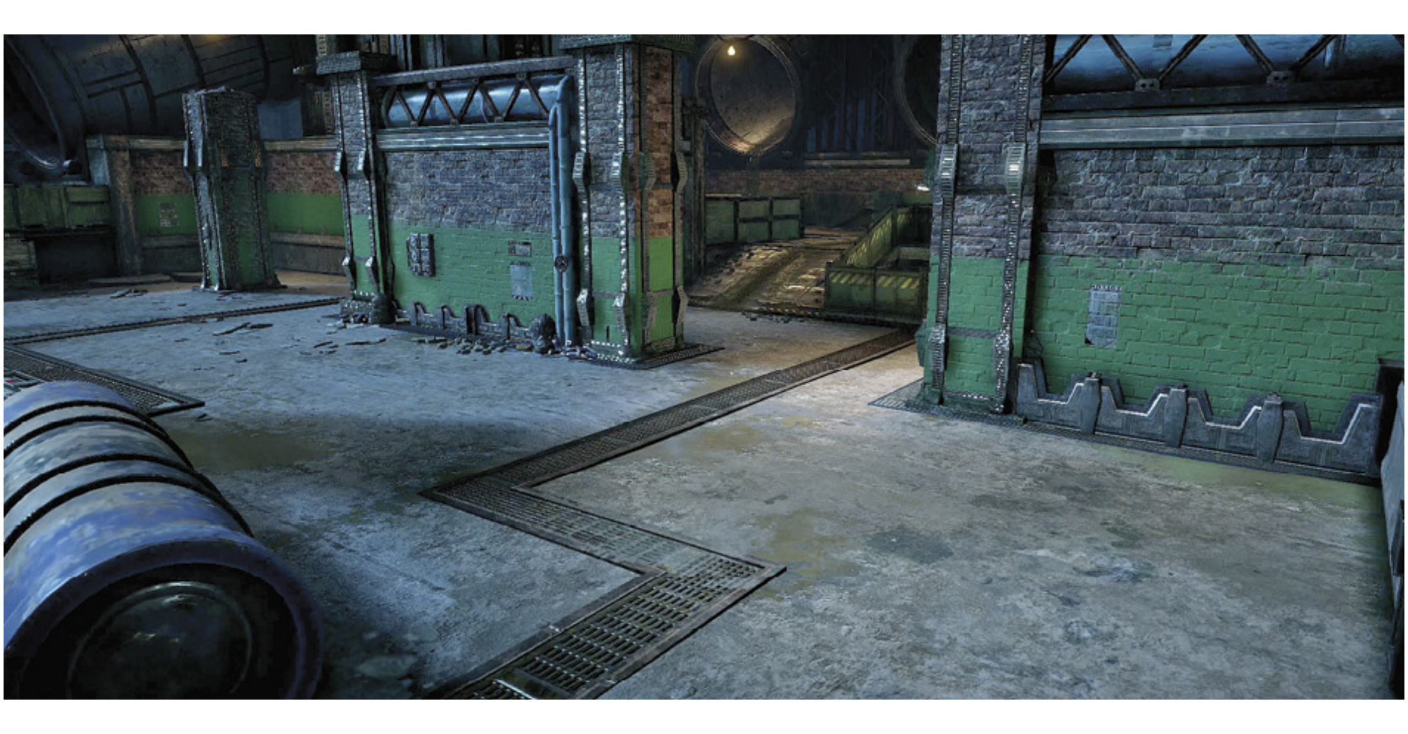
The Power Room is found just beyond the Flood Spawn point. Prepare your close-combat weapon in case you run into an enemy inside. The right doorway has a clear view of the Incinerator.

SECURITY OFFICE



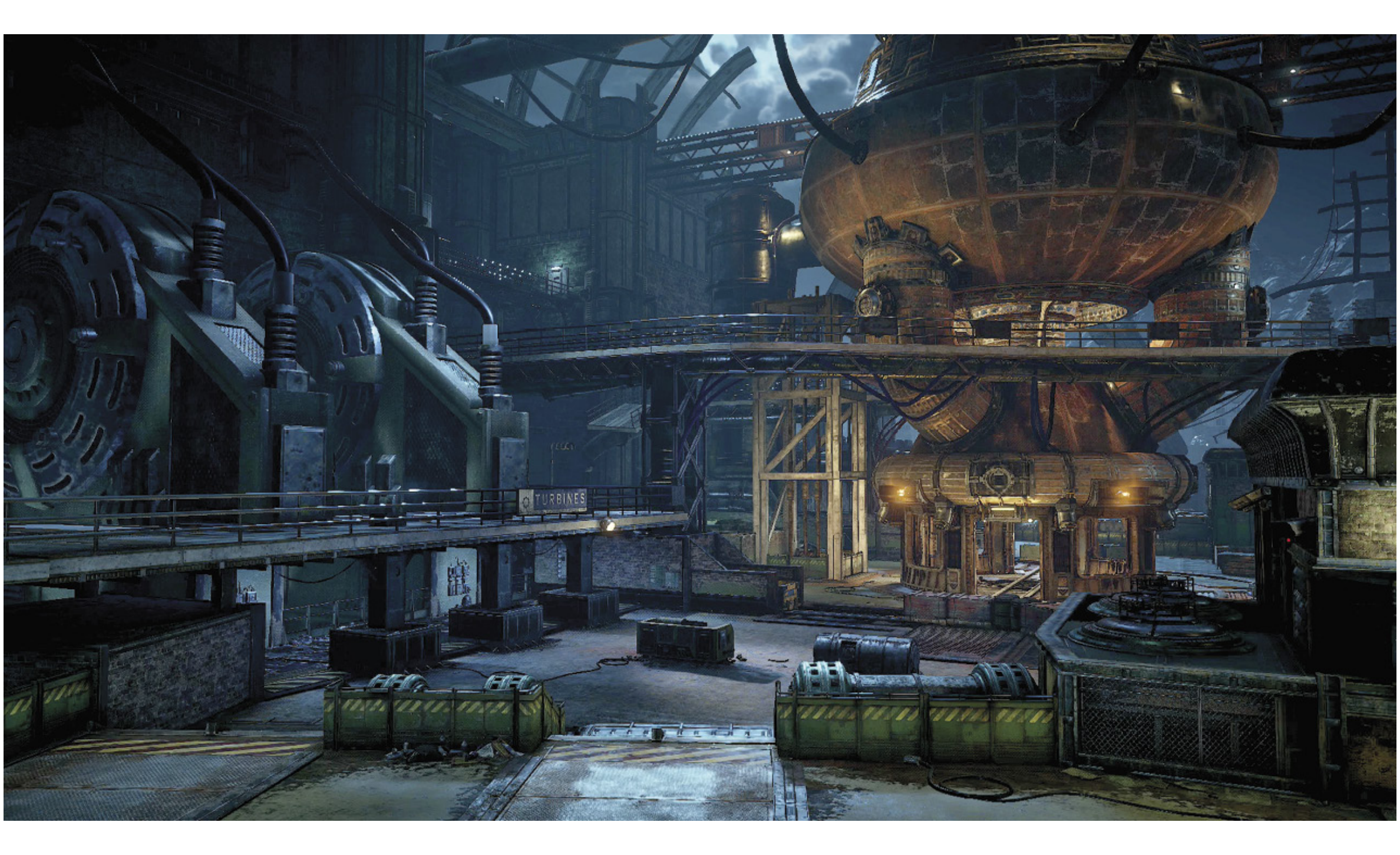
The small, mostly-enclosed Security Office lies near the Foundry Spawn. It is possible to gain a brief respite from the fight, but get the Gnasher or Enforcer ready, since a chance encounter can result in instant death if you are not prepared.

SEWAGE



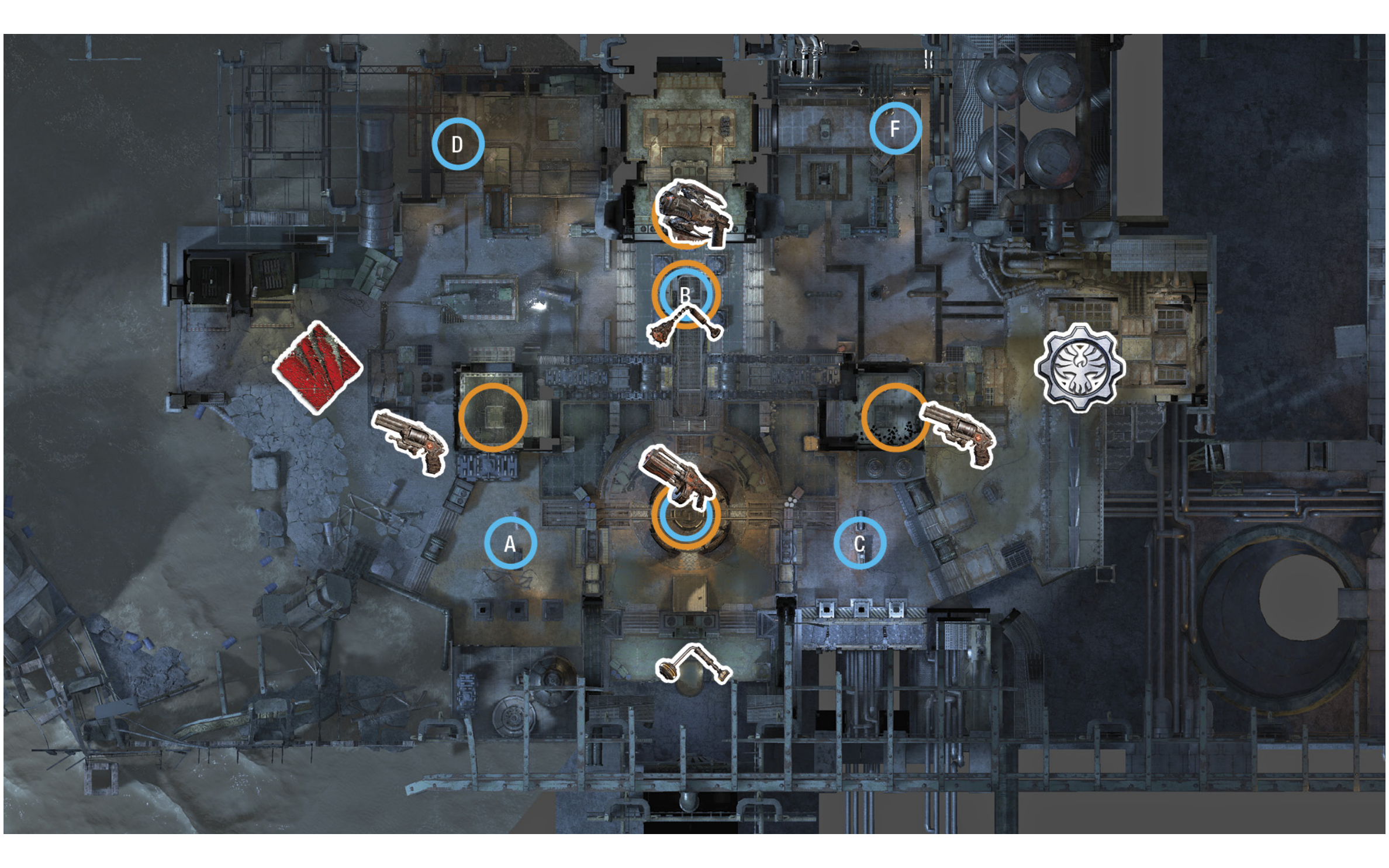
The Sewage area provides close-combat opportunities as you fight your way into the control tower. Three entrances mean you must remain alert for patrolling opponents.

TURBINES

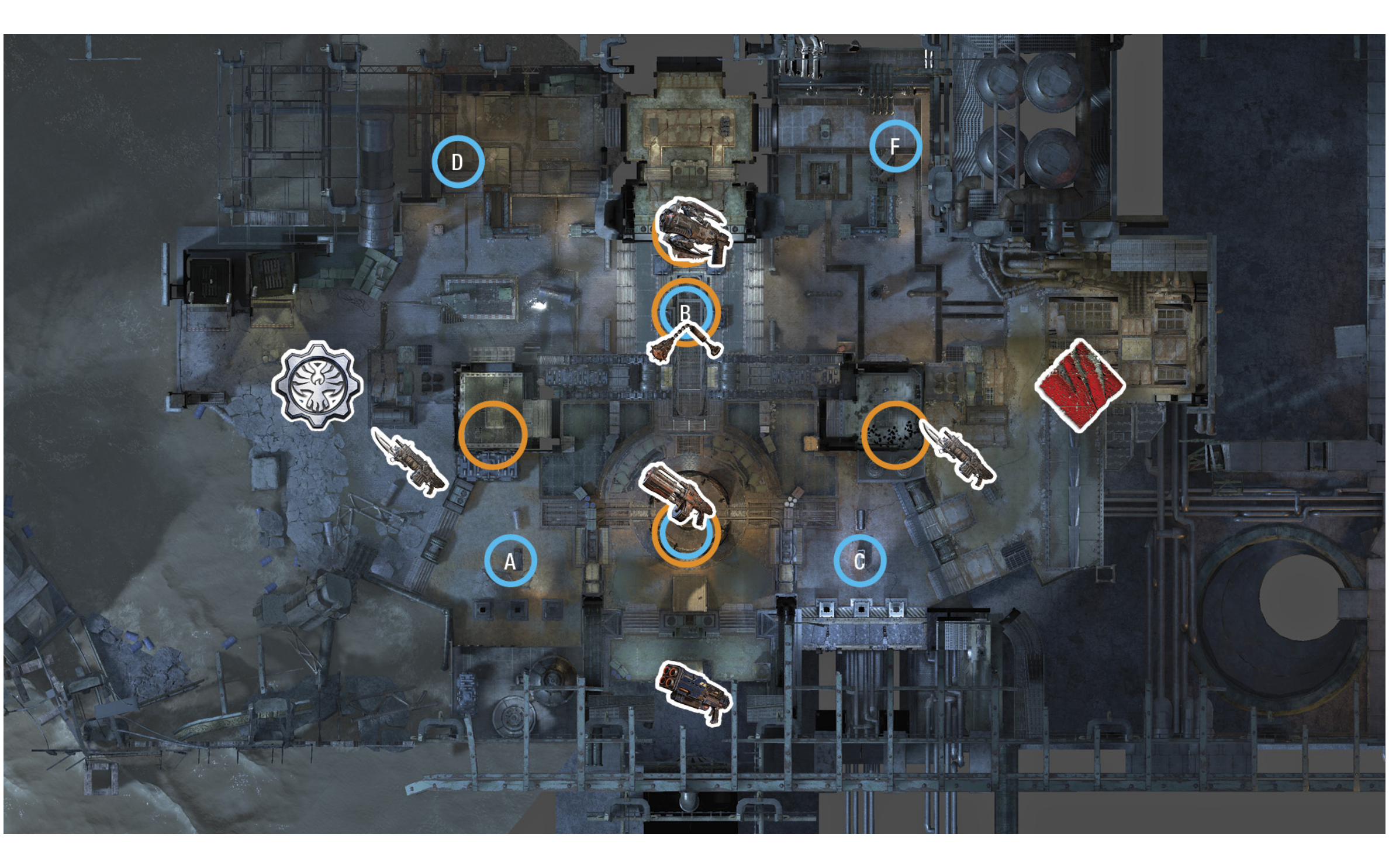


Machinery near the Security Office can be used as cover while fighting toward the center of the map. Communicate to your team if an opponent approaches the Incinerator, creating an easy opportunity for a kill. Pillars supply more protection under the Turbines sign with less chance of players sneaking up behind you.

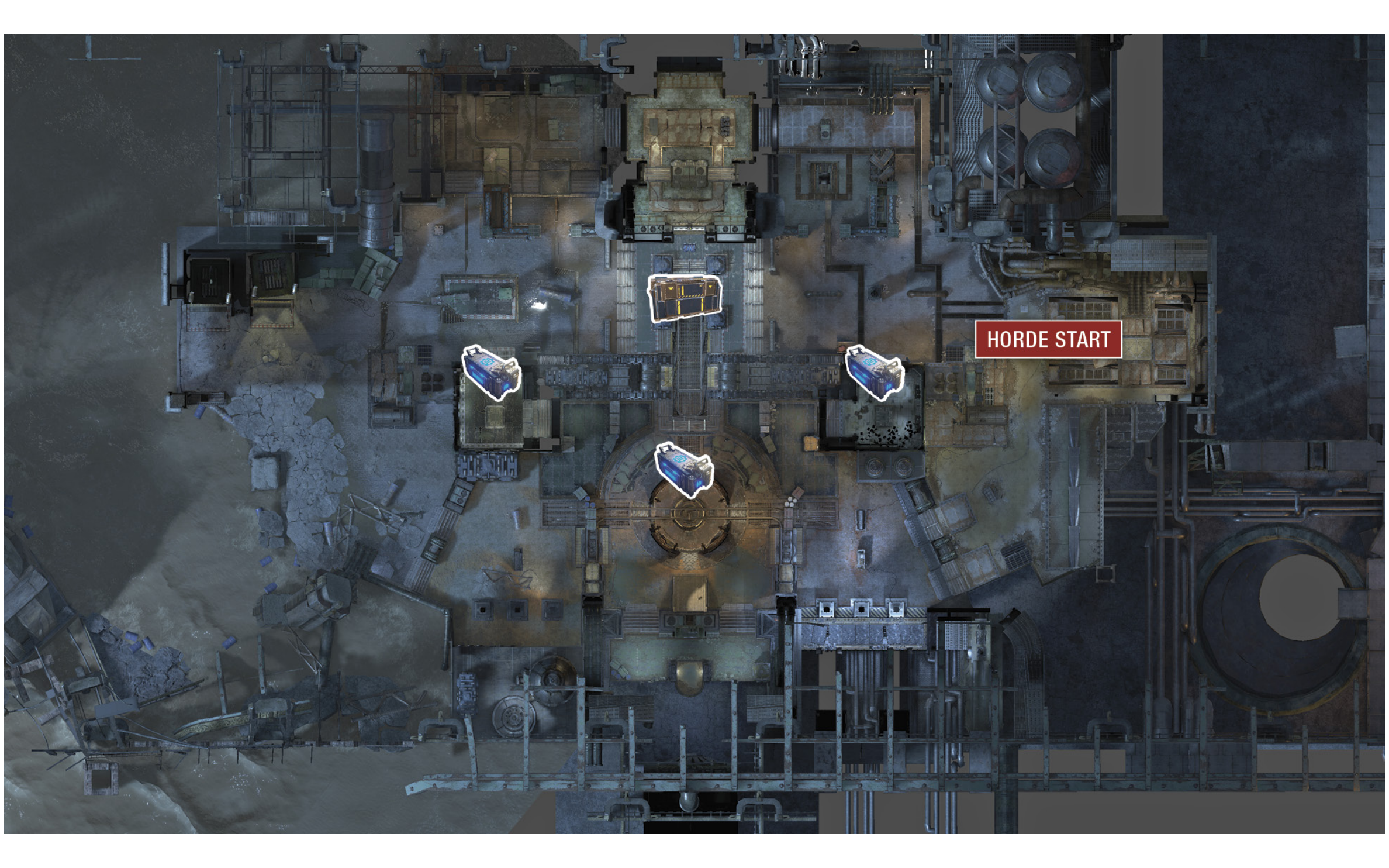
VERSUS CALLOUTS 1



VERSUS CALLOUTS 2



HORDE CALLOUTS

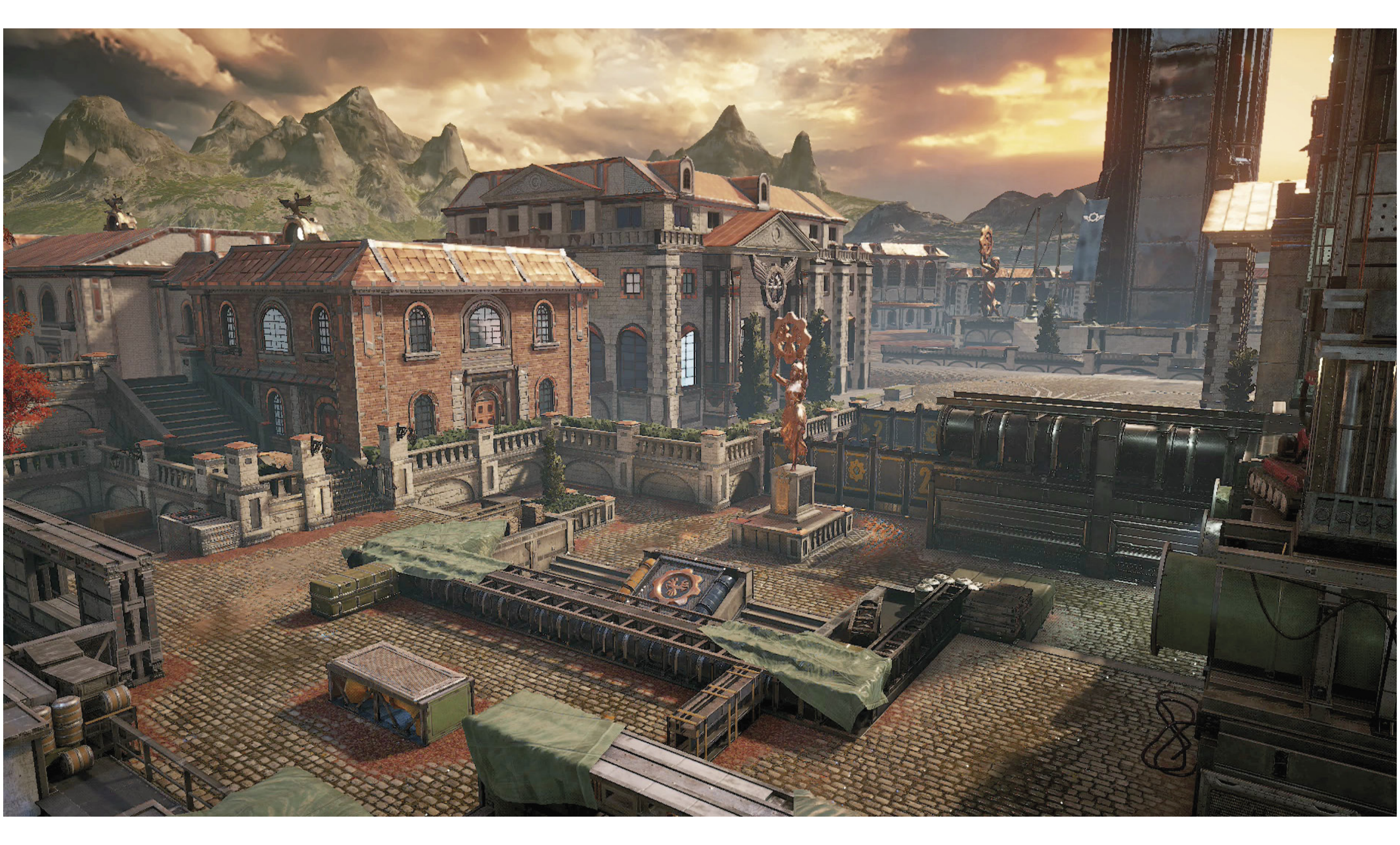


The Control Tower can be used as your base as long as you have enough players to defend. A sniper can stand guard at the switch while automated fortifications assist the others as they protect the Pressure Control and Sewage entrances. A small area behind the Incinerator can also be defended from enemy Swarm and DeeBees. Take advantage of the spawn suppression ability of the Fabricator by placing it close to the Incinerator.

SCORE 0
CARRYING 0
FABRICATOR 1,000
132
Fabricator

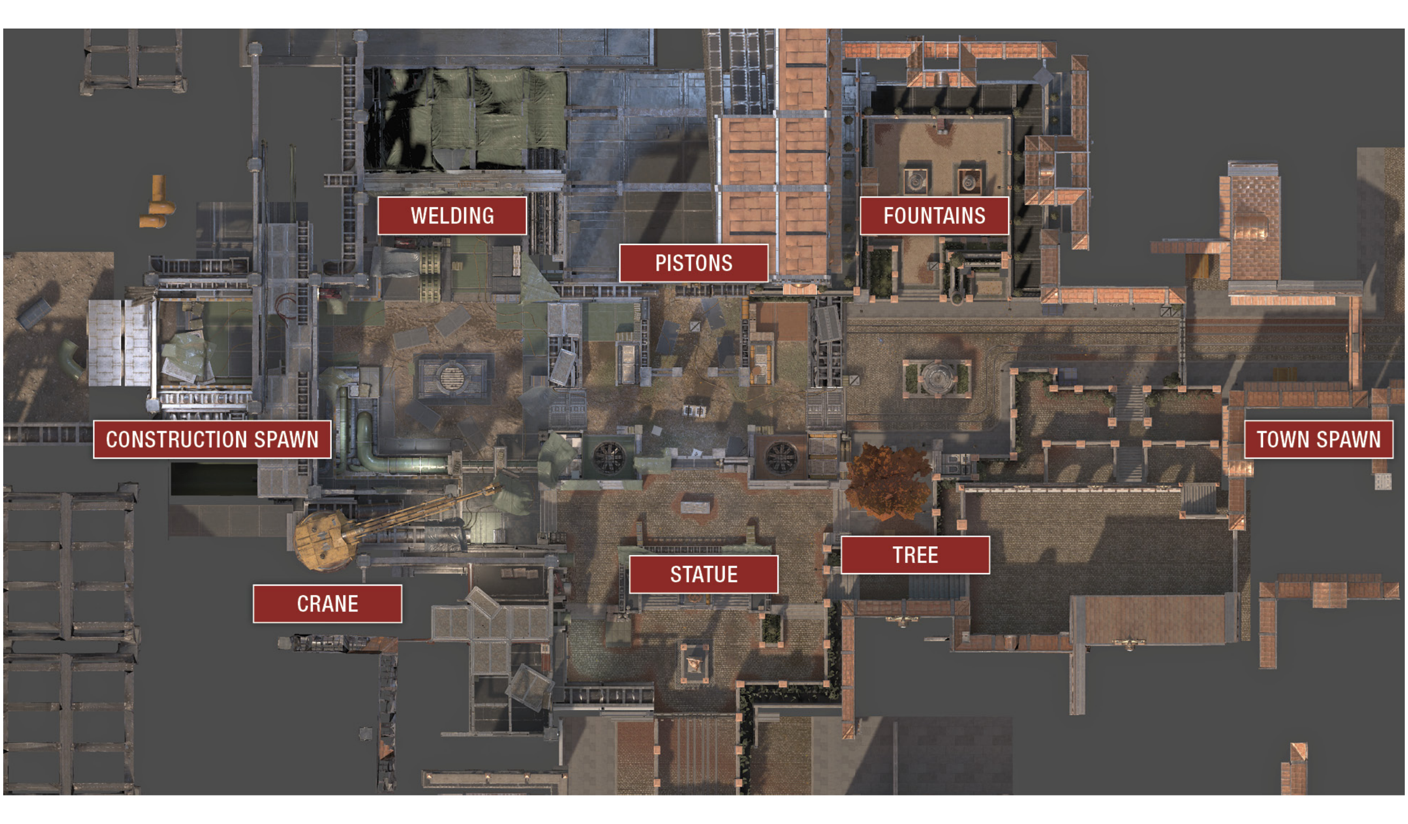
Multiplayer Maps

Foundation

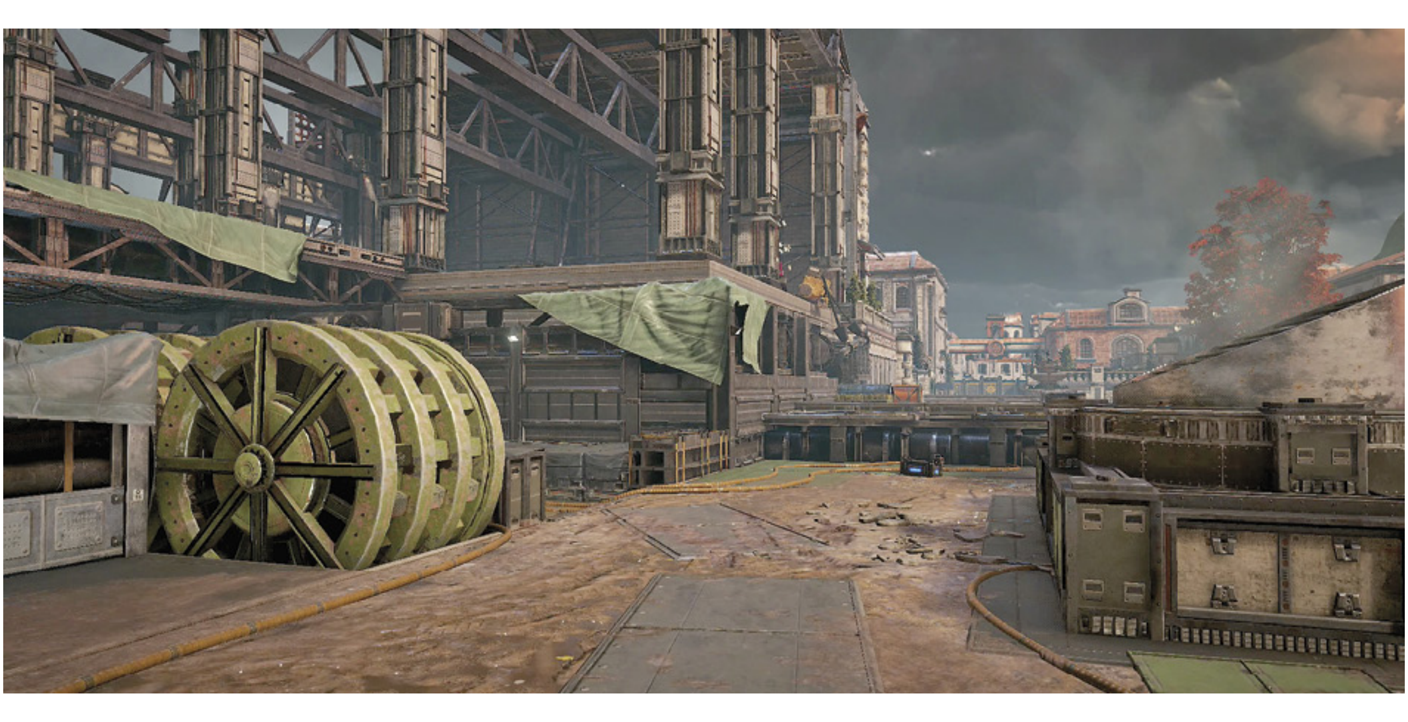


New COG settlements are built outwards, radiating from a central hub. This construction site features three lanes heavily defining the fight. The lower machine room offers protection from the opposing upper walkway.

POINTS OF INTEREST

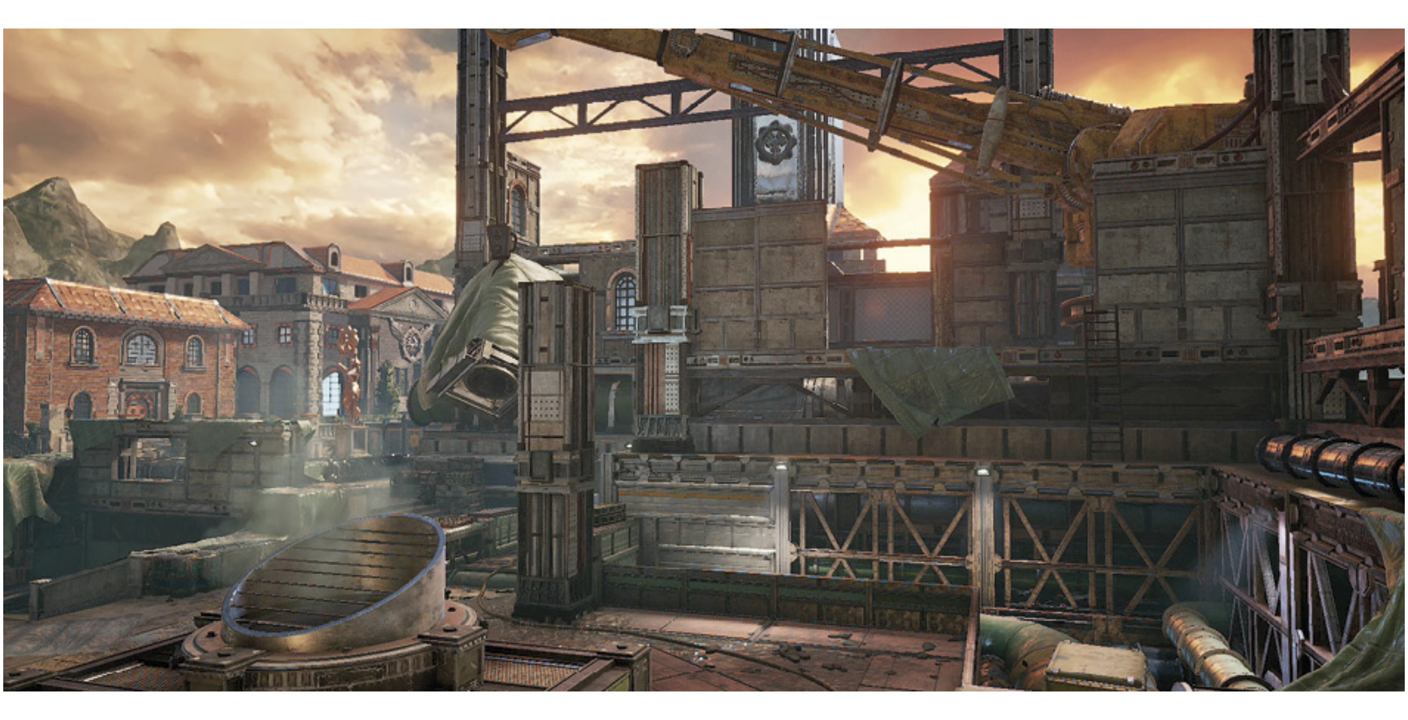


CONSTRUCTION SPAWN



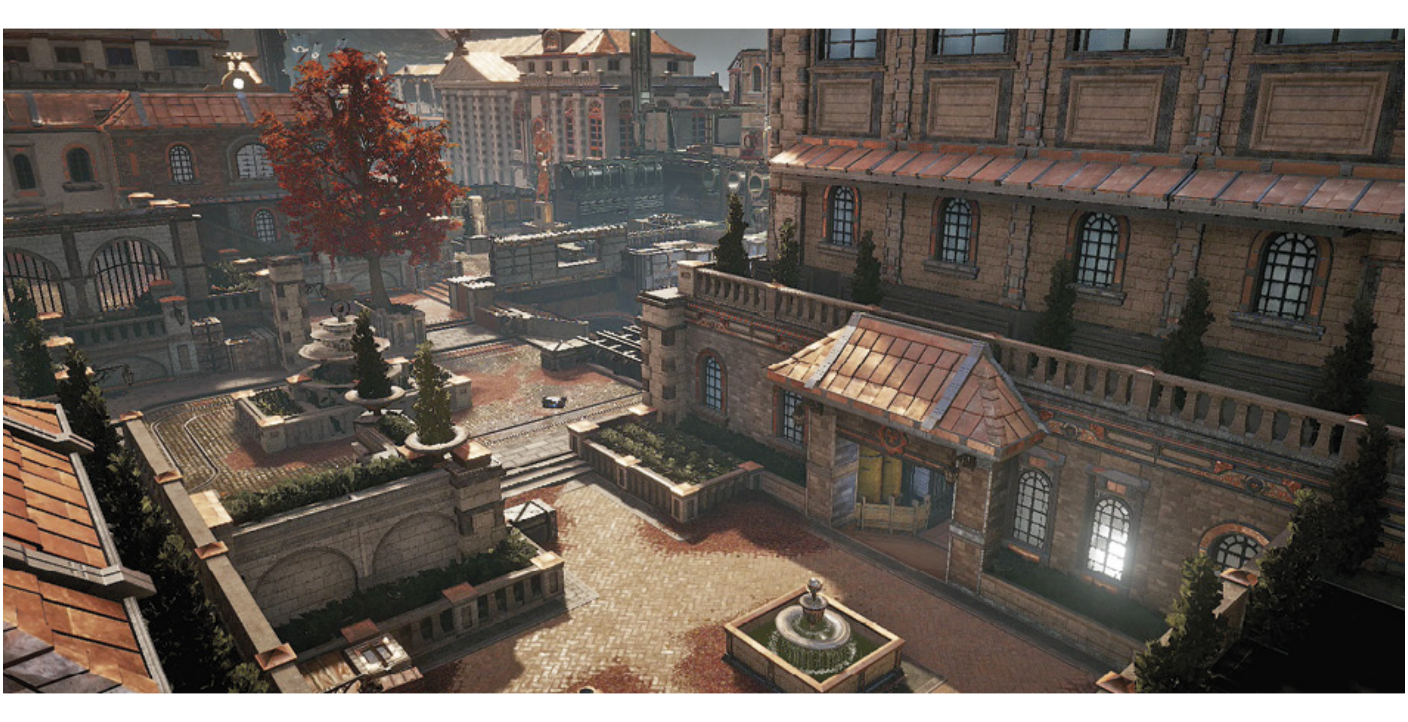
The initial COG and Horde spawn point flows into the lower, central area with branching paths on either side. Moving to the left leads to the Pistons while right takes you to the Statue. Both offer their own advantages, though the underground room has the best protection.

CRANE



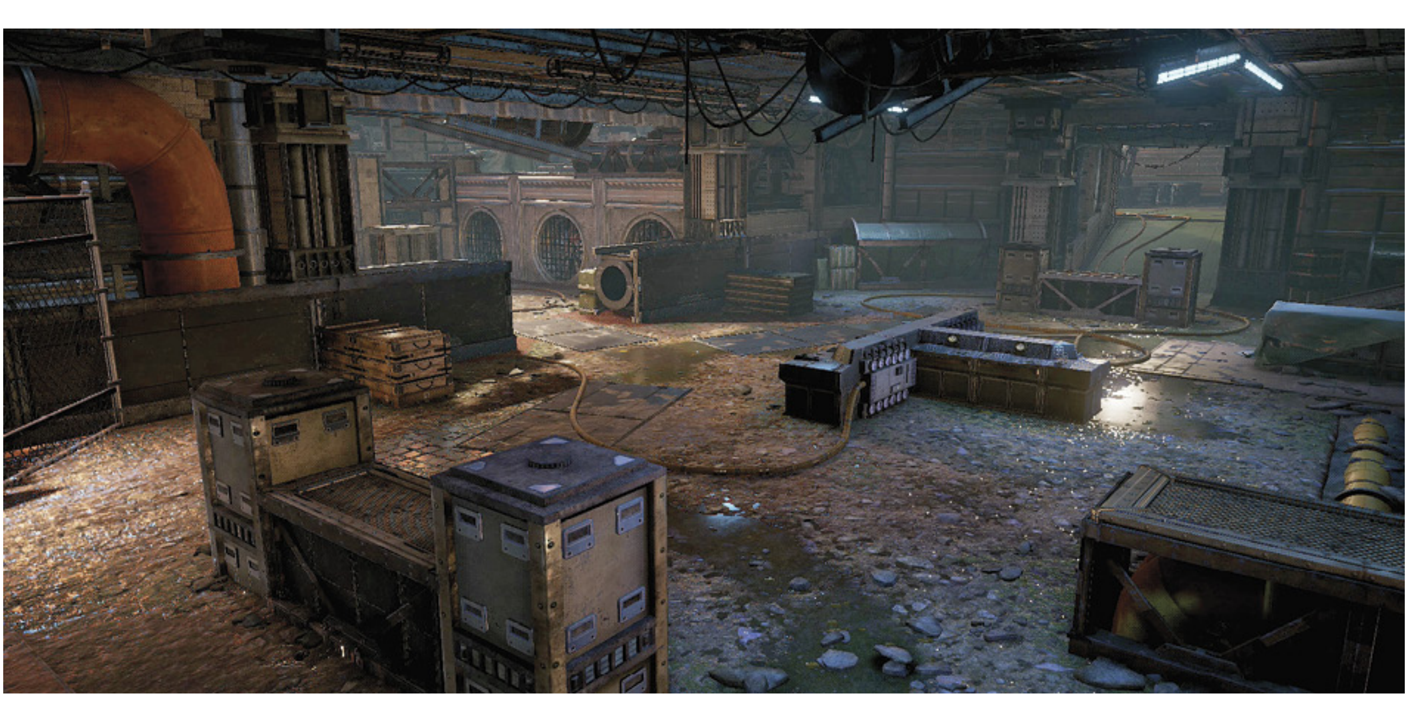
Setting on an upper platform between the Construction Spawn and Statue, a Crane hangs over narrow pathways that lead to the statue. Be careful as you pass through this area since it is vulnerable from the left and rear.

FOUNTAINS



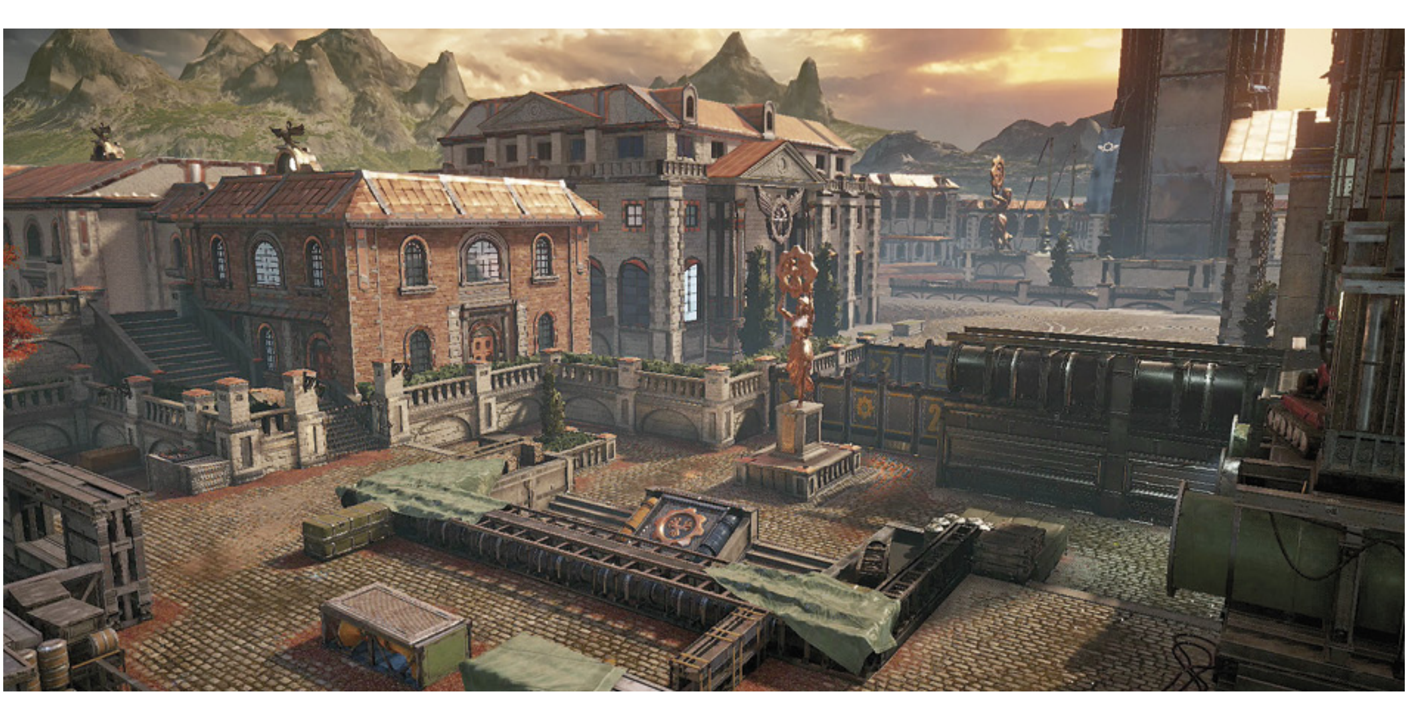
Cutting through the Fountains is the quickest way to the valuable machine room from the Town Spawn. Collect the Smoke Grenade along the way to cover your entrance into the Pistons area. Take cover behind the fountains or next to the doorway if your opponent is settled inside.

PISTONS



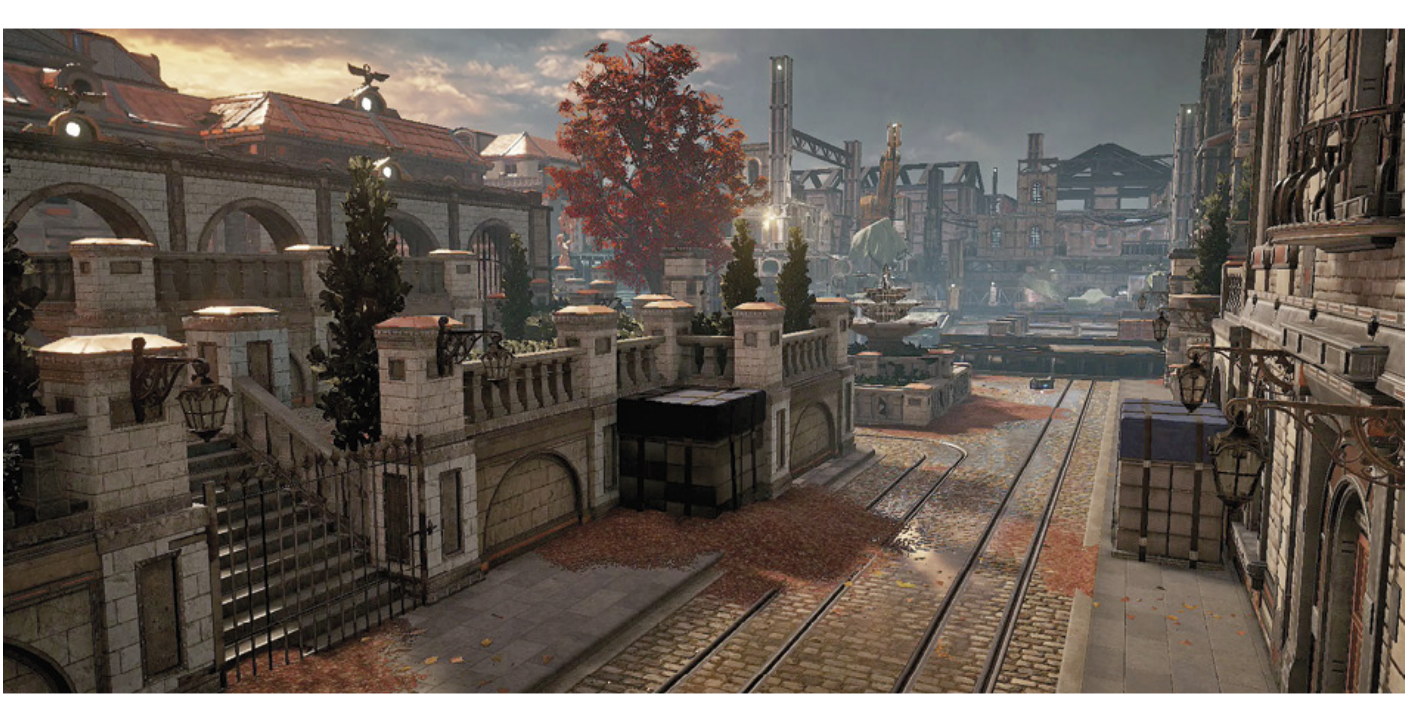
Set in the lowest area of the map, Pistons line the far wall of the machine room. Besides the three entrances, the enclosed bunker offers full protection from outside. If possible, grab the grenades that sit in the neighboring areas as they spawn.

STATUE



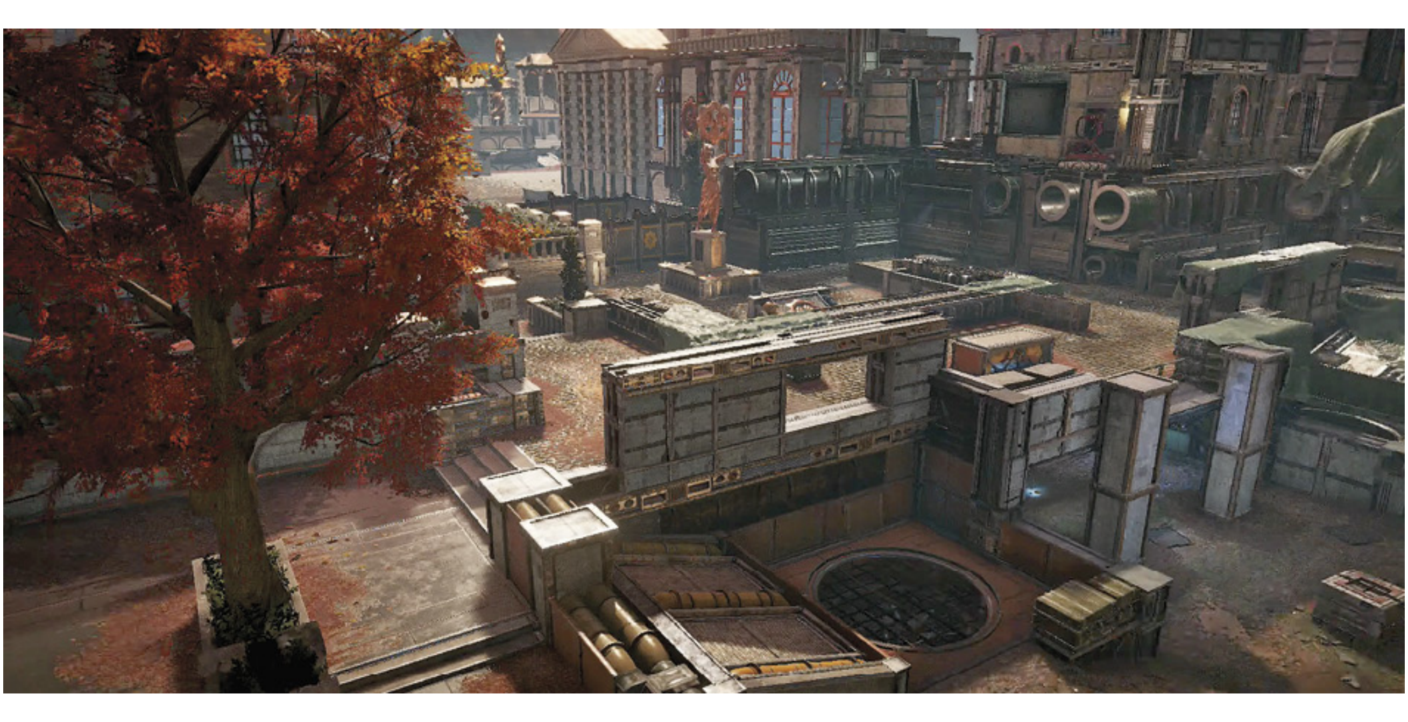
A Statue overlooks the area from the back fence line. Side paths lead out through the Tree and Crane locations, while stairs lead under the upper walkway into a vulnerable area as lanes converge from all directions. Enemies can quickly move into view at the base of the steps, so move between cover as you descend.

TOWN SPAWN



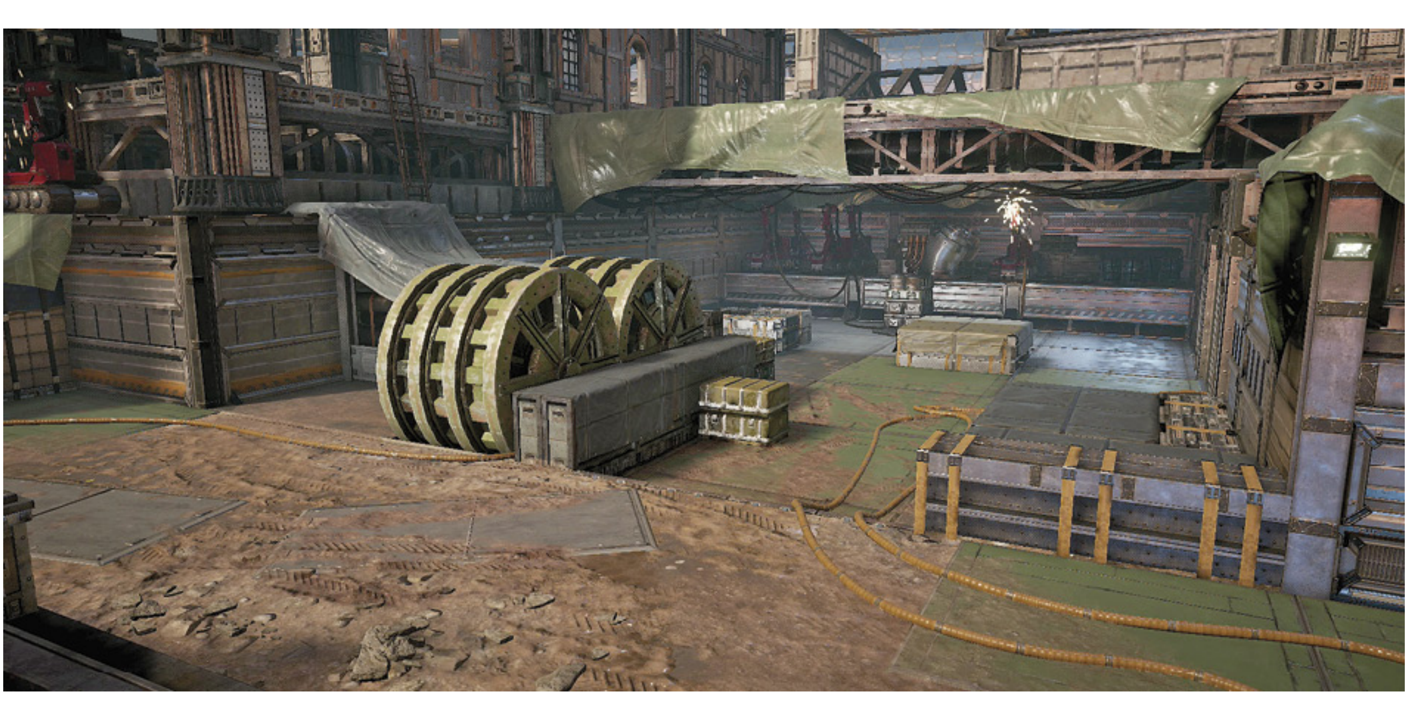
The second spawn point sits just outside the town gate with access to the Fountains and Tree. The corridor doesn't offer much protection; so immediately move toward the middle of the map. Watch out for enemies hiding in the small alcoves if you descend the middle ramp ahead.

TREE



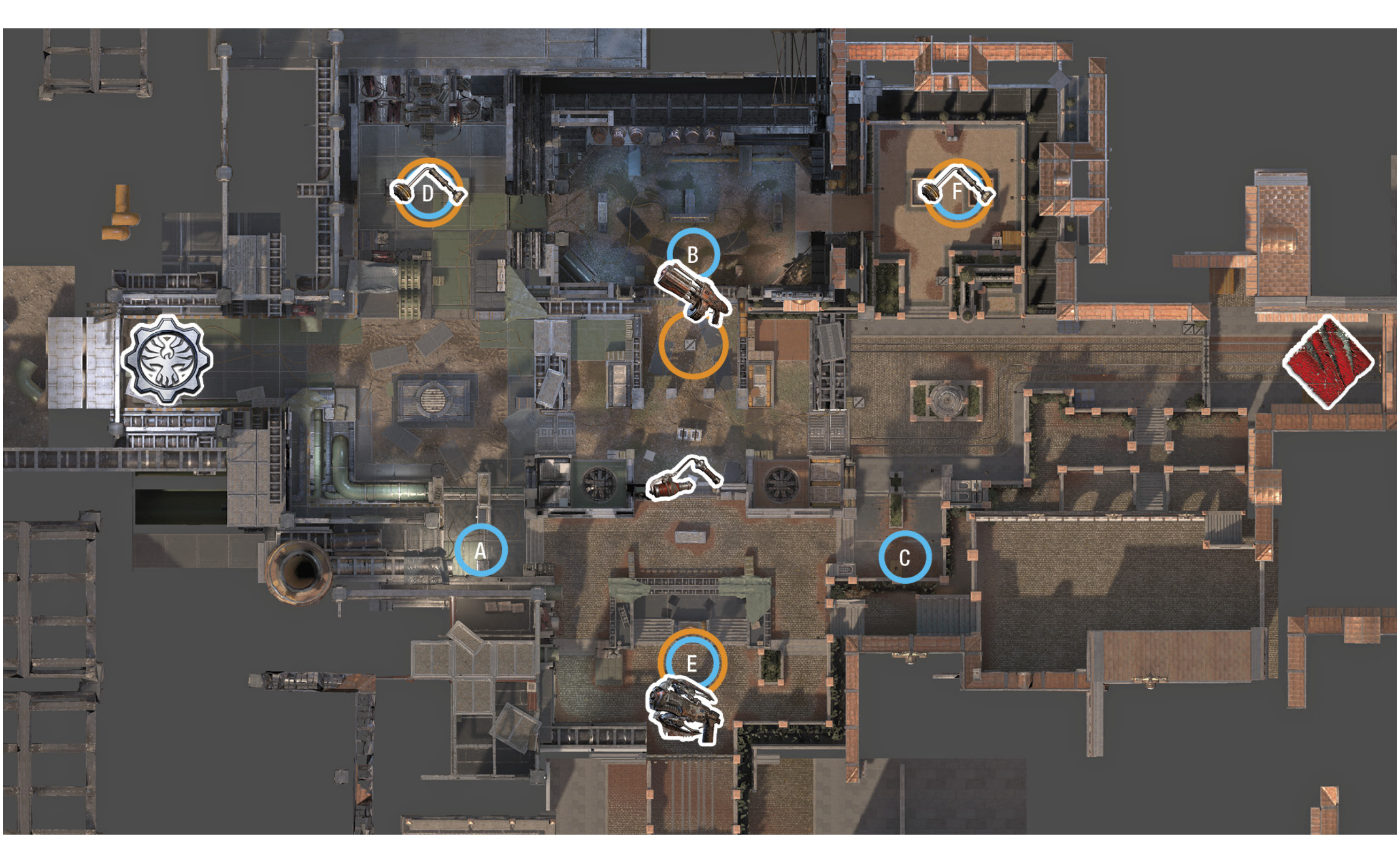
A planter splits the path between the Fountain and Statue. You are fairly vulnerable as you pass though the area, so crouch behind cover whenever possible.

WELDING

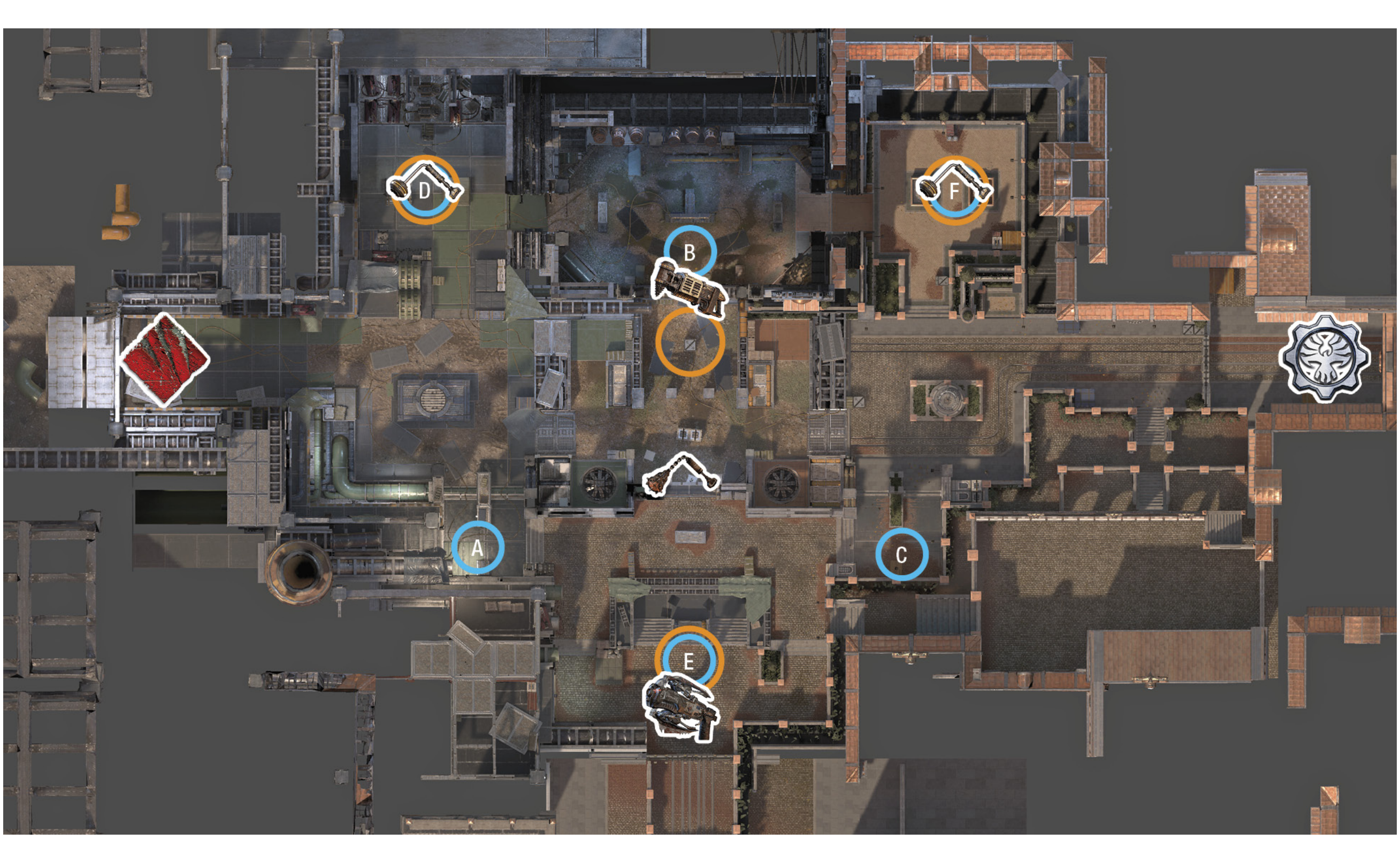


Inside the Welding area, there isn't much to offer protection. Collect the Smoke Grenade if available and quickly move or fight your way into the Pistons. Toss the Smoke Grenade into the room to cloud your entrance.

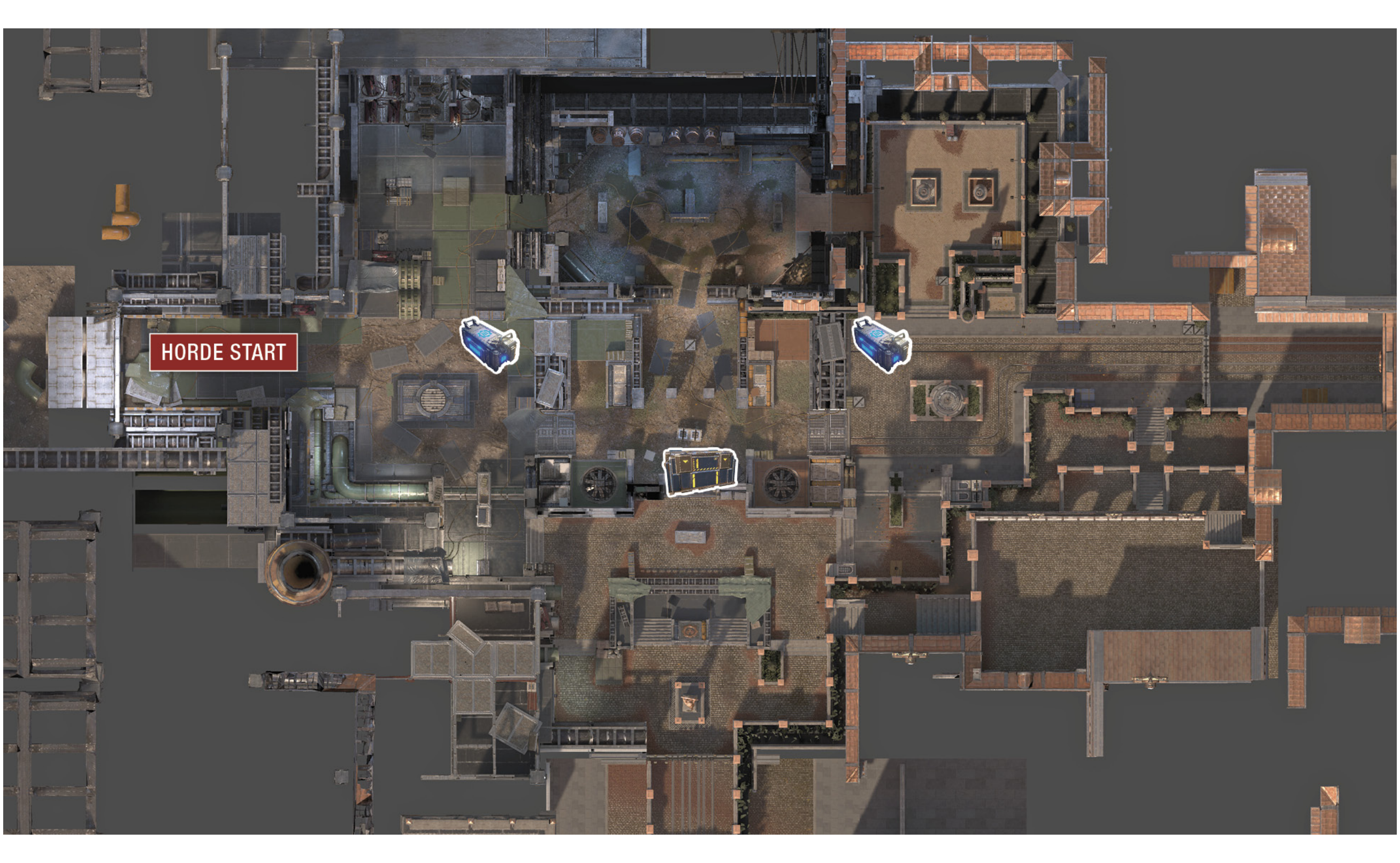
VERSUS CALLOUTS 1



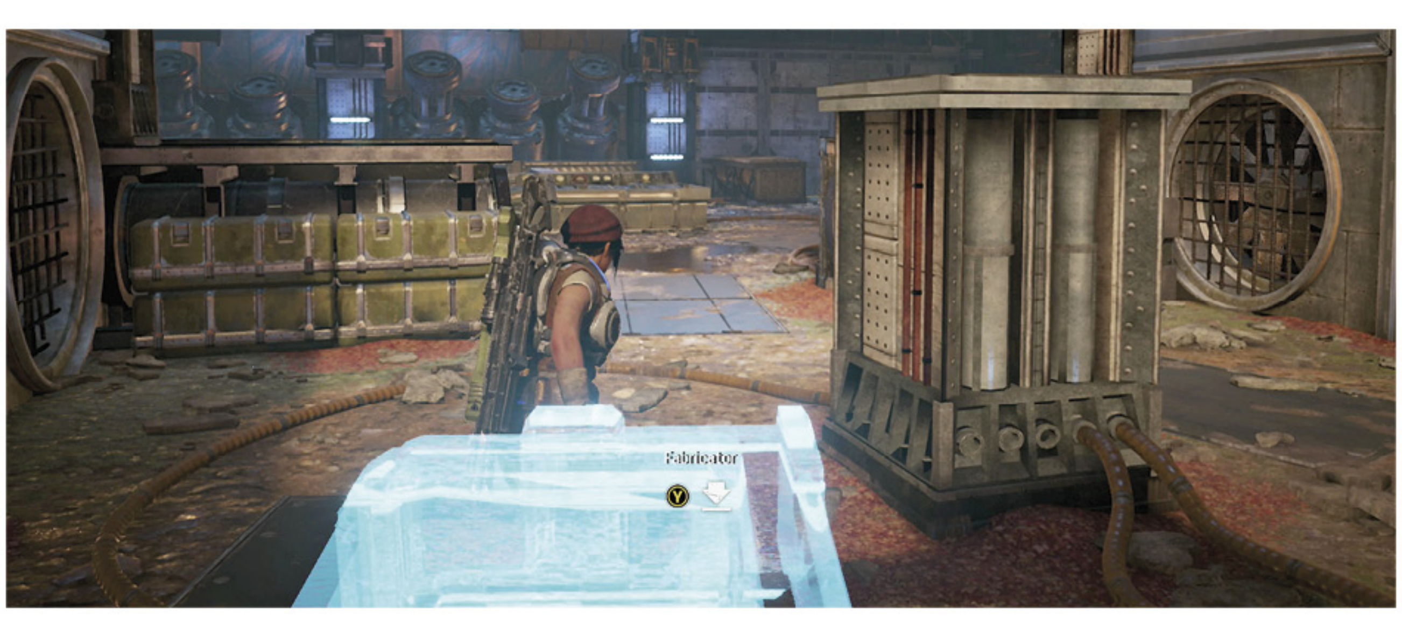
VERSUS CALLOUTS 2



HORDE CALLOUTS



The Fabricator can be pulled into the nearby machine room, for the most protection, but make sure all three entry points are covered. Spawn points can be used as your base, but you are more vulnerable out in the open. Ammo crates sit just outside of the Welding and Fountains areas.



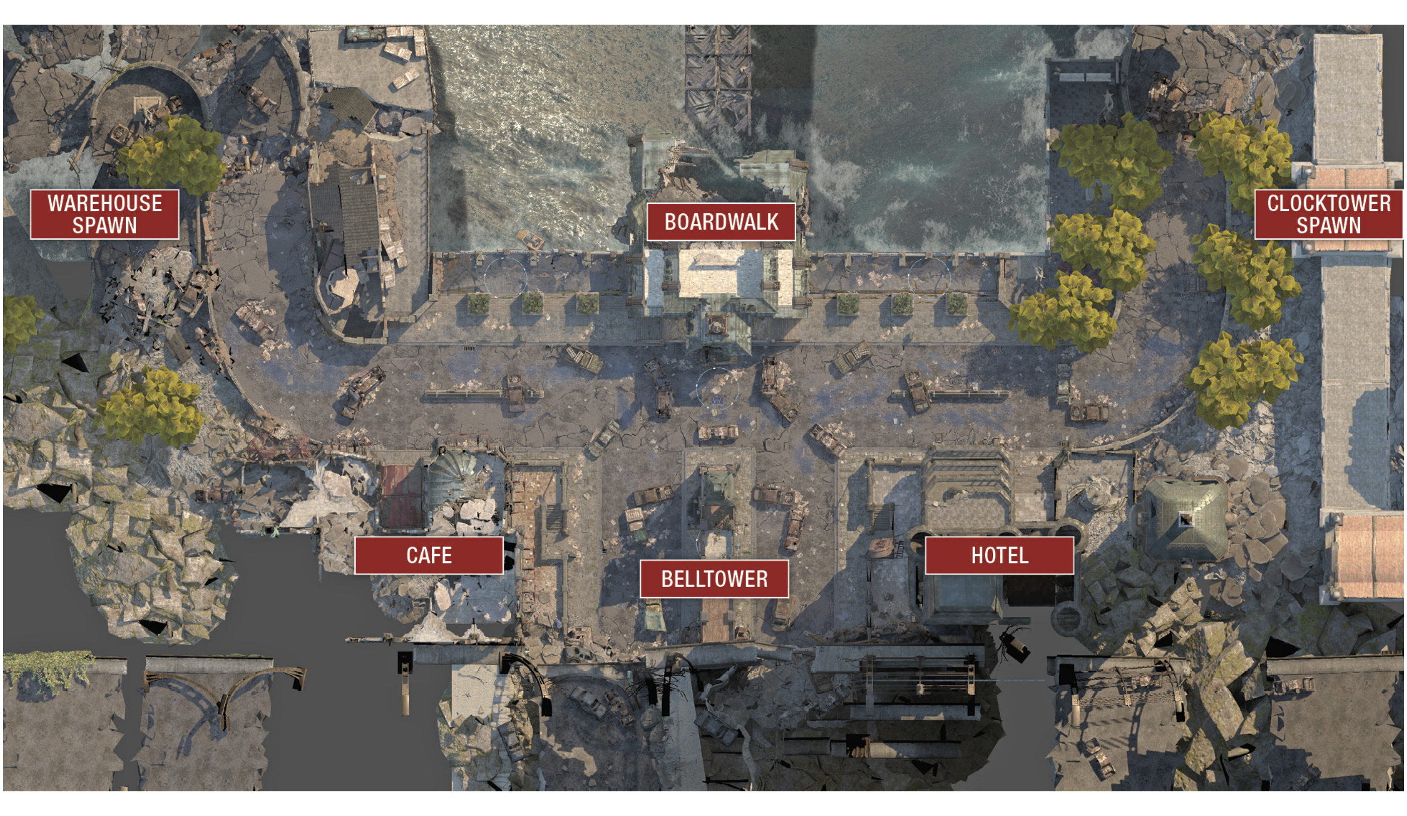
GEARS 4

Multiplayer Maps

Gridlock

Battered by the elements, this seaside district is an active warzone of desperate street fights and sniper battles. The derelict café and hotel offer the only high ground against the powerful position at the center pier.

POINTS OF INTEREST



BELLTOWER

Belltower is in line with the center of the map and separates the Hotel from the Café. While there is no way to get on the upper area of the bell tower, there is a small arch that holds a weapon spawn and allows the player to move through to the other side.

BOARDWALK

The Boardwalk allows for a look at almost all of the map making it a great spot for long range weapons. Don't sit around for too long as enemies will likely come up the stairs on either side trying to take the weapon that spawns here.

CAFÉ

The Café is a multi-level building with two entrances. With a team of three you can hold both stairs and have a player in the large covered room.

CLOCKTOWER SPAWN

This spawning area gets its name from the large clock tower that looks down onto the spawn. A single car provides the only cover near this spawn.

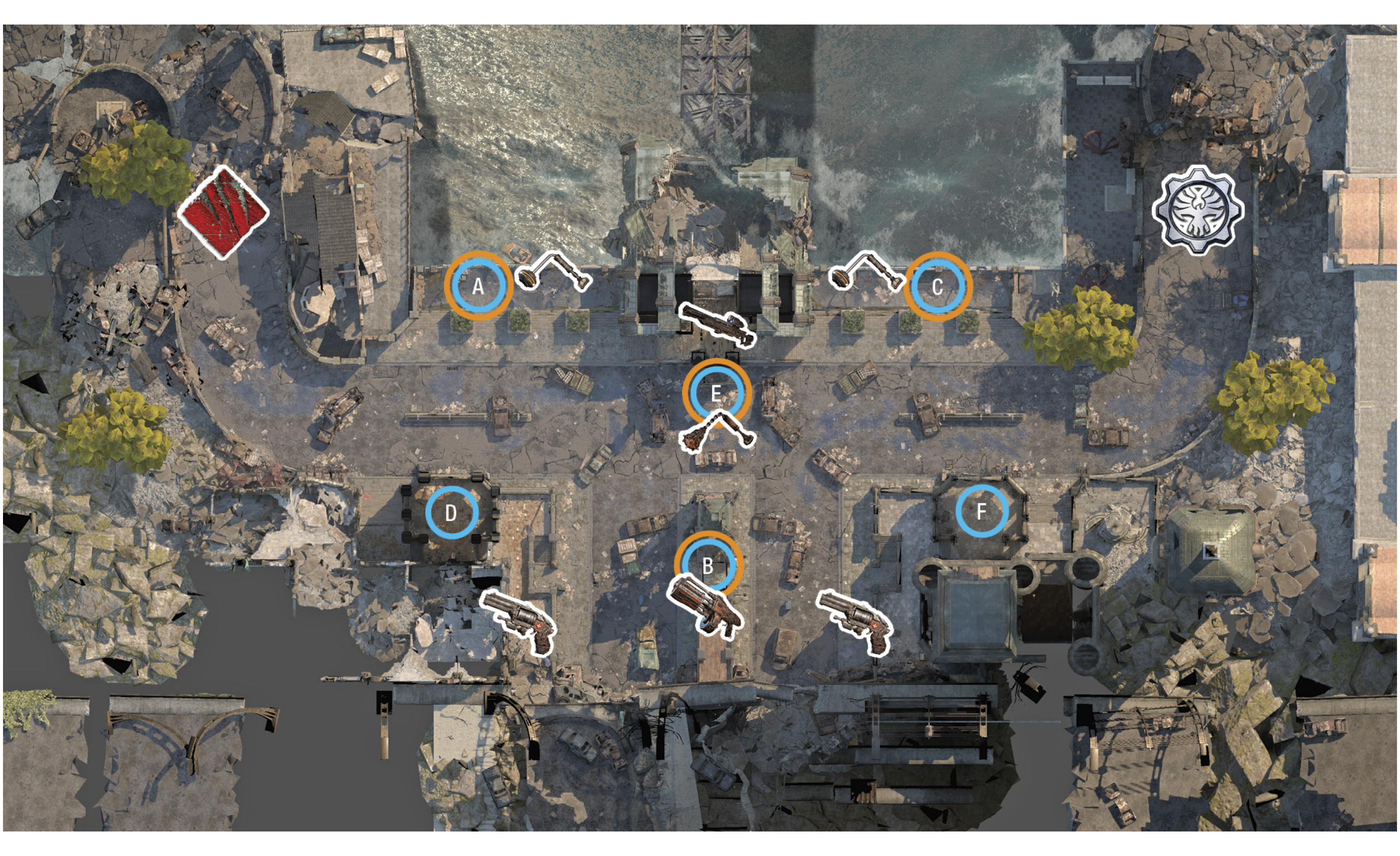
HOTEL

The Hotel is located next to the Clocktower and allows a view onto the main street. Be sure to keep an eye on the Belltower, since enemies will try to sneak through there and up the stairs off the main street.

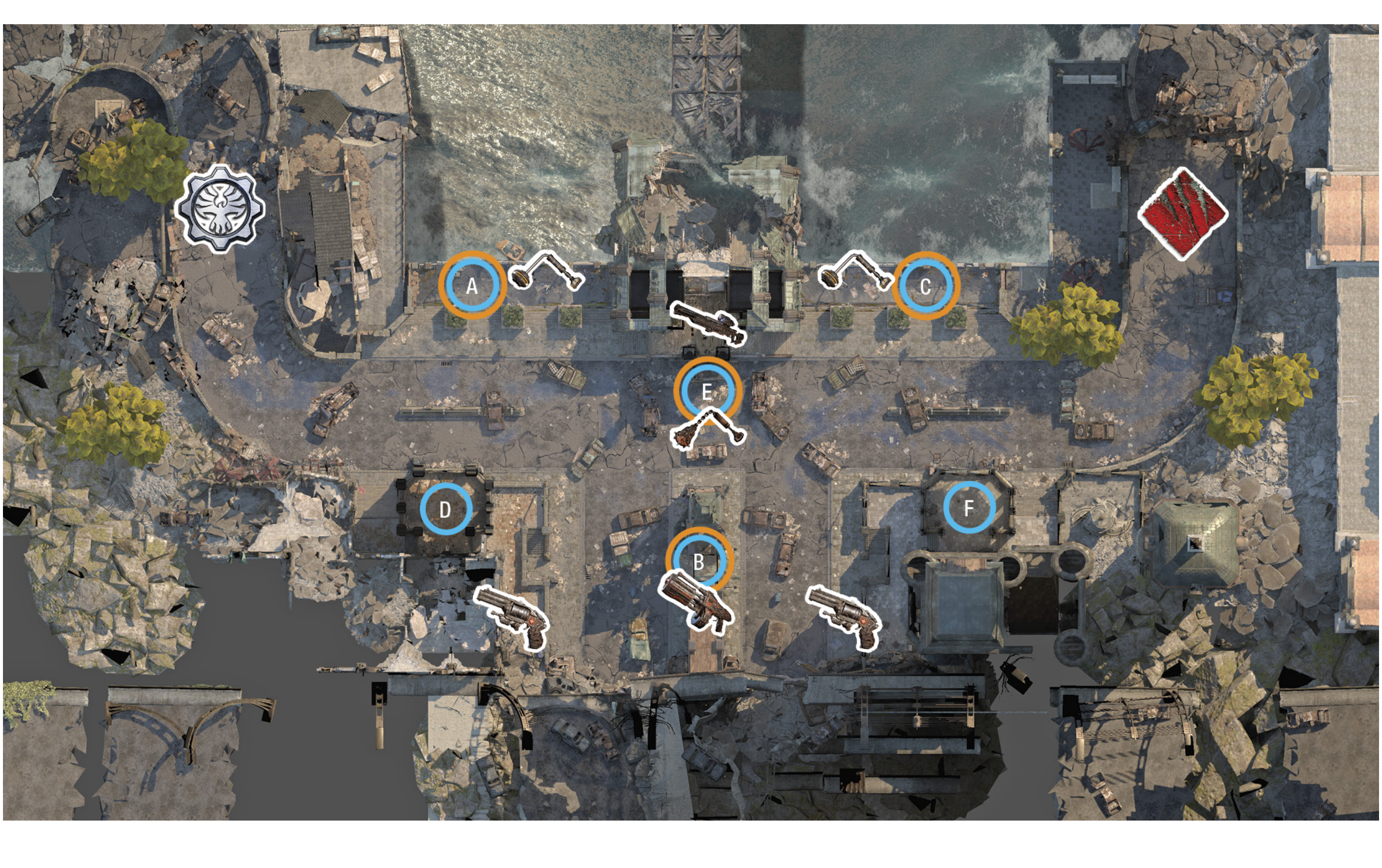
WAREHOUSE SPAWN

Situated next to a broken down warehouse with a large boat breaking through the brick wall, this spawn point features a single point of cover. Quickly move to the main street to find a more suitable combat area.

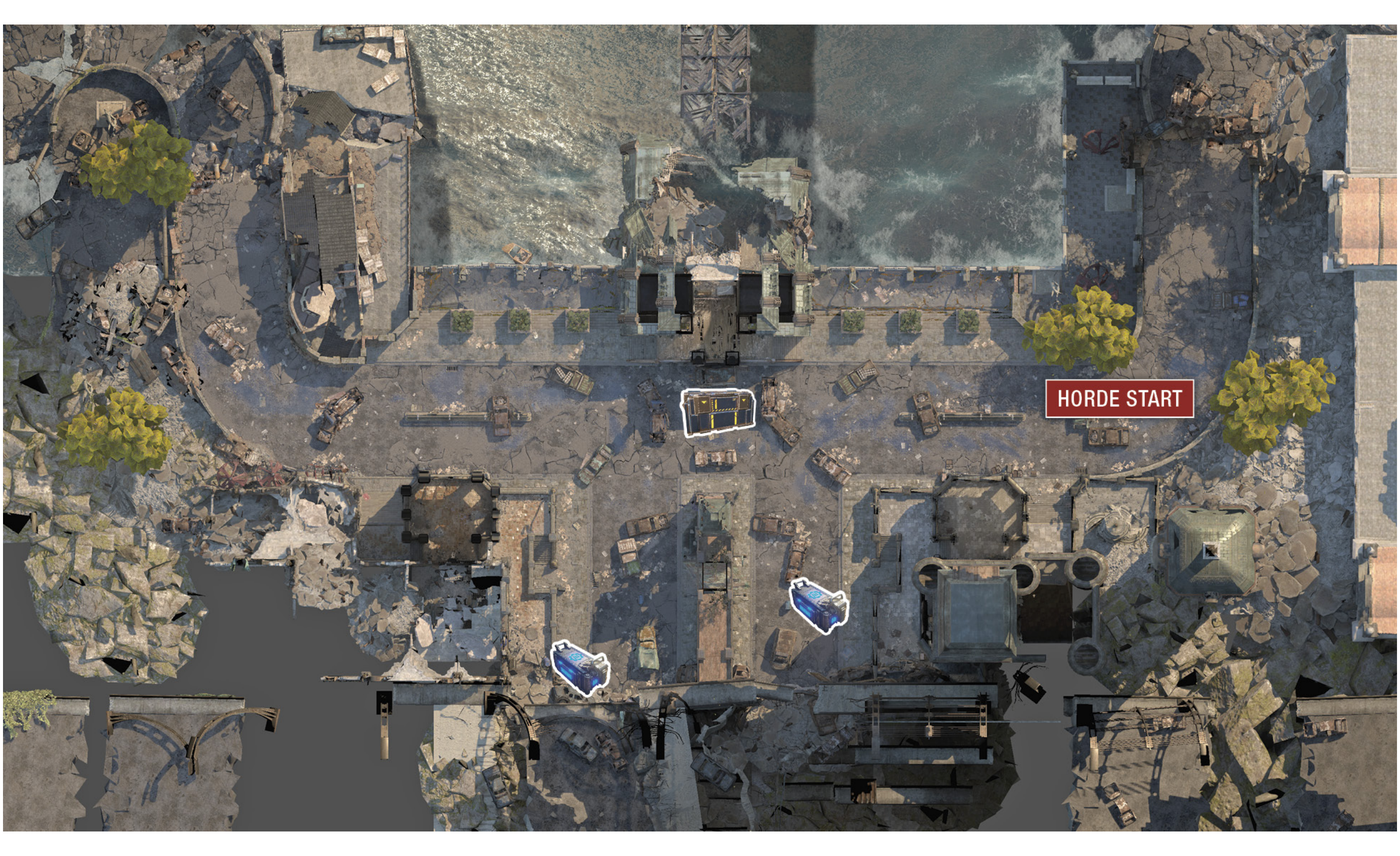
VERSUS CALLOUTS 1



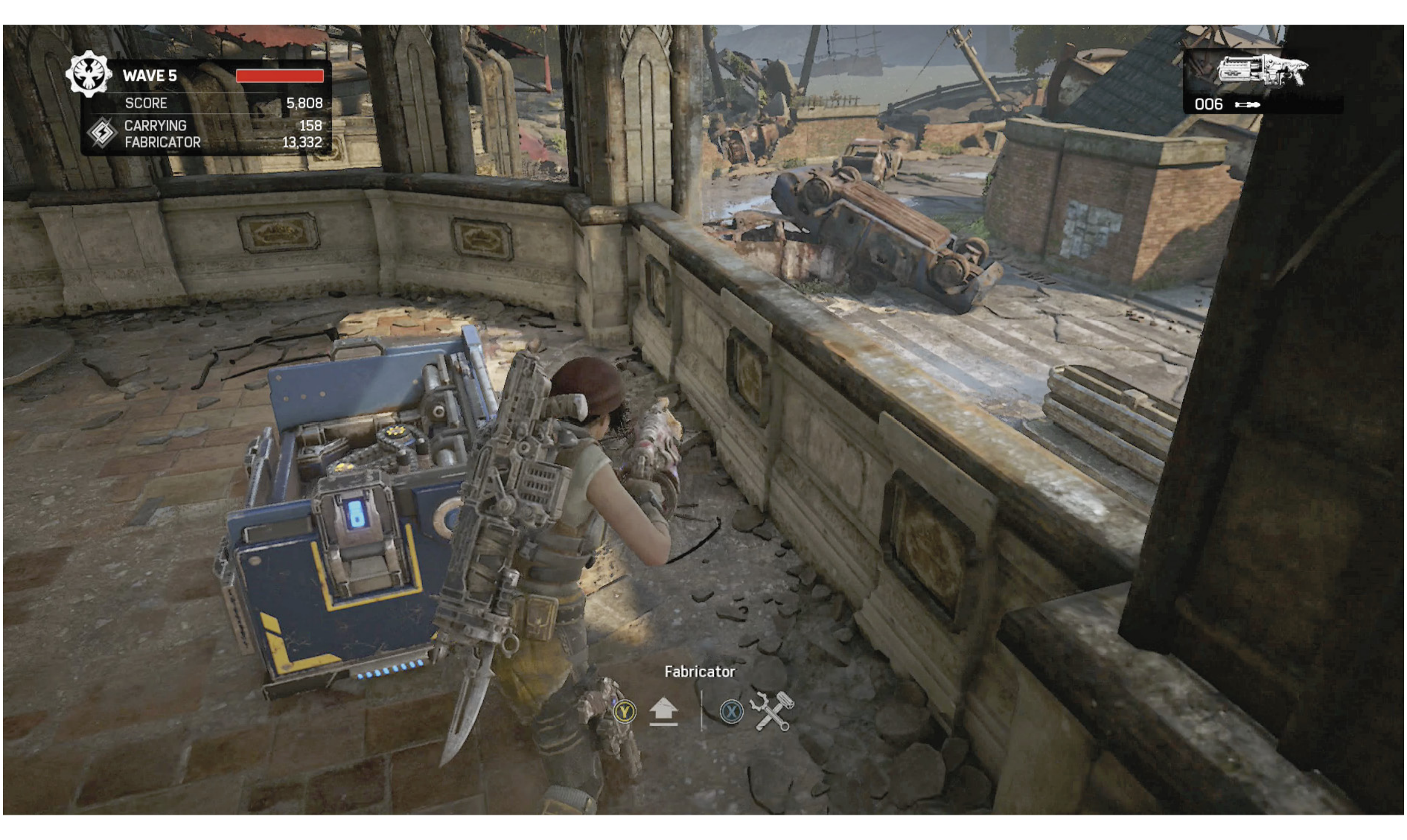
VERSUS CALLOUTS 2



HORDE CALLOUTS



Both the Café and Hotel make great bases. The sniper has a great view of the area through the windows. Setup fortifications at the steps on either side and have two players protect the room. The rest can collect loot and take out more enemies from the various cover locations that litter the street and waterfront.

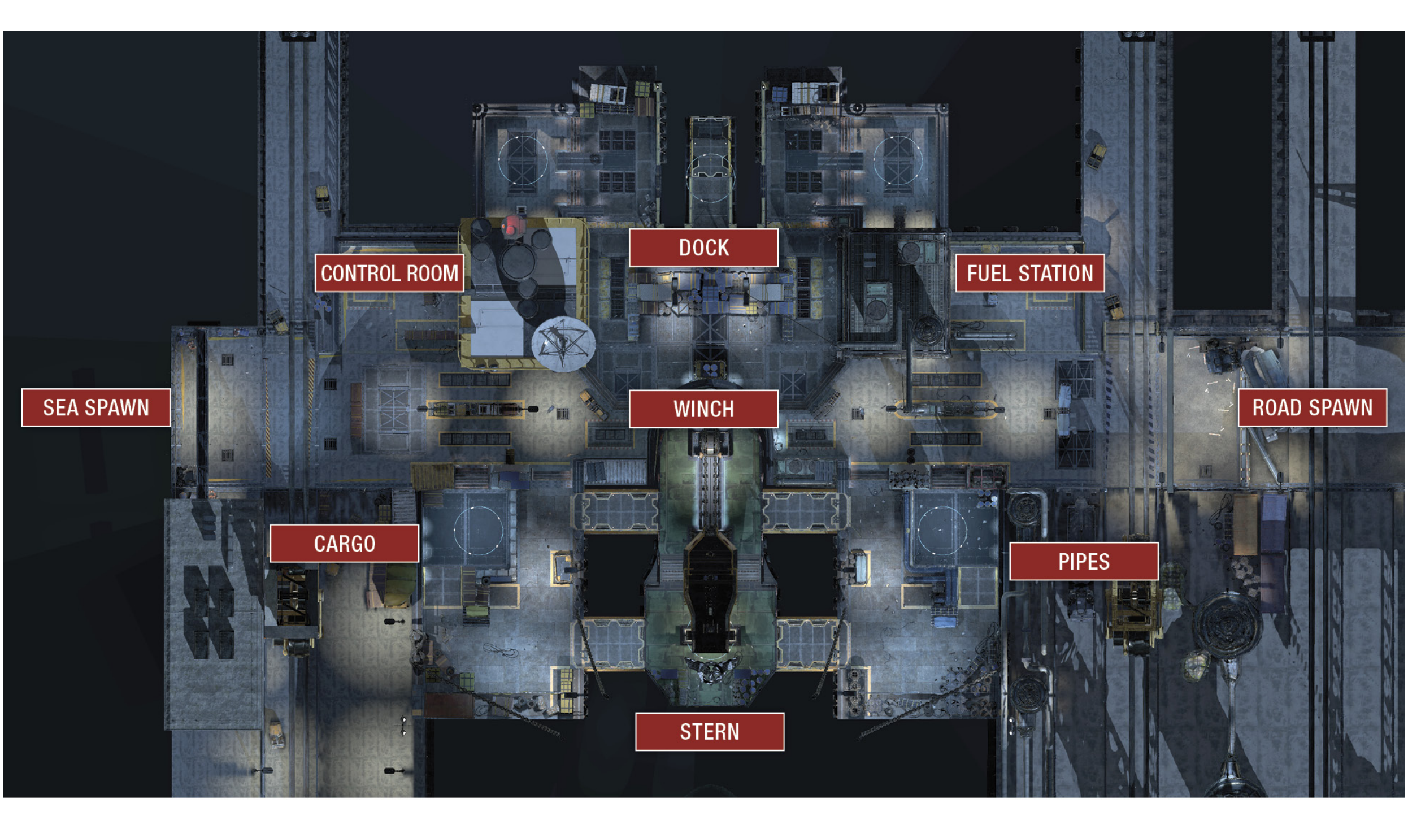


Multiplayer Maps

Harbor

Large COG container ships weather the storms of Sera to bring supplies into harbors like this. The tug boat provides strong visibility over the docks and offices.

POINTS OF INTEREST



CARGO

A small block of low cover is your only safety in this spawn. Quickly move to the Control Room or Cargo area quickly to stay safe! Vault over the low cover if you're looking for a straight line to the Docks.

CONTROL ROOM

CONTROL TOWER

Located near the Sea Spawn, the Control Room allows the quickest access to the Dock area. Medium range weapons do well in this area.

DOCK

The Dock features a lot of short cover protecting players from attacks from the Control Room or Fuel Station, but leaving them mostly vulnerable to attacks form the Winch Area. Stay low and move quickly. Be ready for any enemies who may be tucked behind cover as you move through.

FUEL STATION

FUEL STATION

The Fuel Station building allows a great point of cover just outside the Road Spawn. Watch out for players who may try to sneak around from the Pipes area, since it is mostly hidden when inside the Fuel Station.

Take advantage of the higher ground cover behind the air ducts to get a great view on the Winch and Stern area. From there you can sneak out to the control room or through the scattered cargo to the Winch or Stern.

PIPES

A small elevated area allows a great look down onto the Winch area. Use the low cover to transition from the upper to lower area without the enemy knowing. There are four possible entrances to this area so stay alert!

ROAD SPAWN

This area connects the Harbor to the road that takes in all the cargo. A small stack of pipes provides a bit of low cover, quickly head for the Fuel Station or Pipes for a much better vantage point on the map.

SEA SPAWN

A small block of low cover is your only safety in this spawn. Quickly move to the Control Room or Cargo area to stay safe! Vault over the low cover if you're looking for a straight line to the Docks.

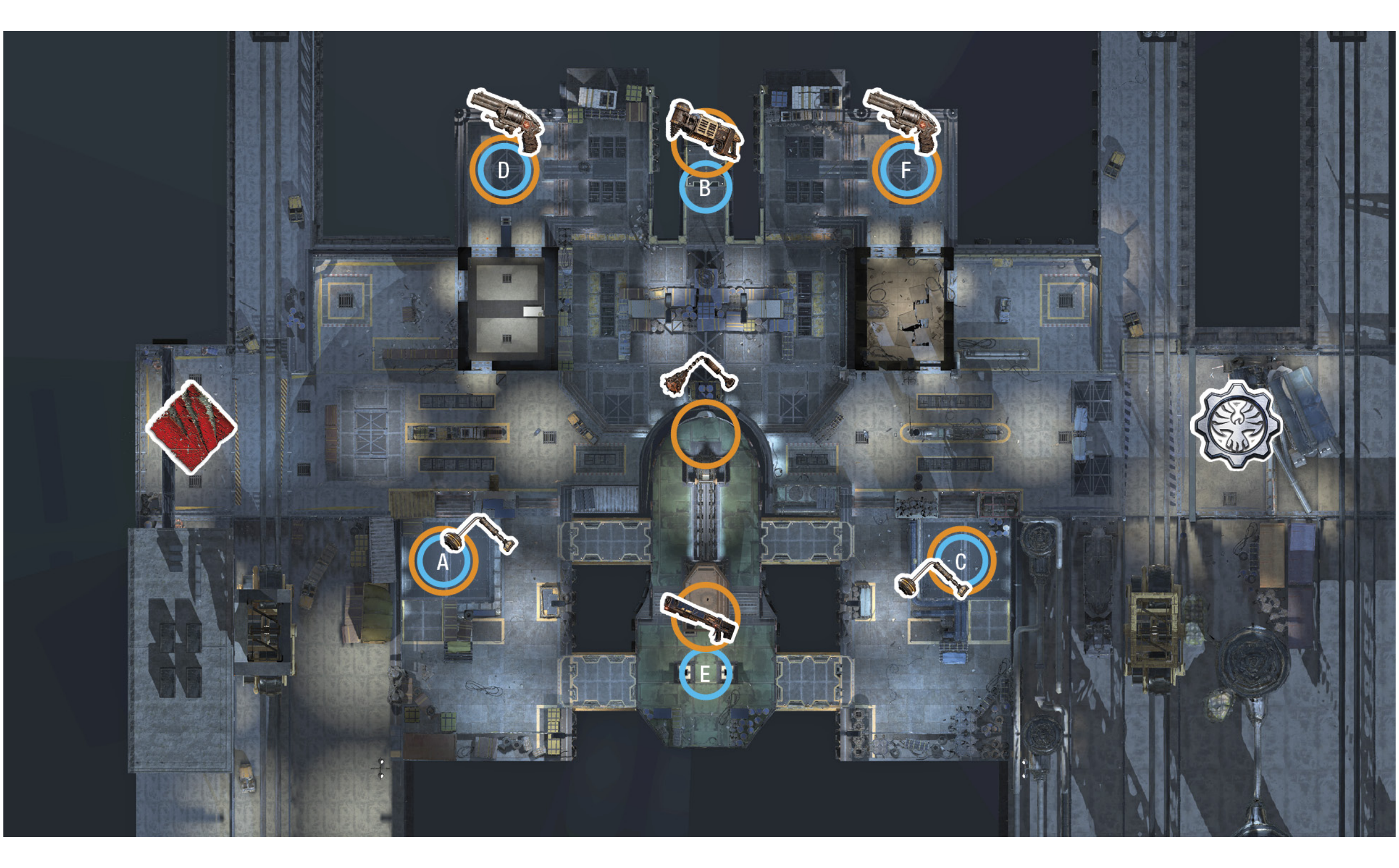
STERN

The Stern features two pillars that can act as a bit of cover, this area is mainly a transit area so hiding with your Gnasher may get you an easy kill. Don't stay around too long or you will be picked off by the enemies that enter from the ramps on either side.

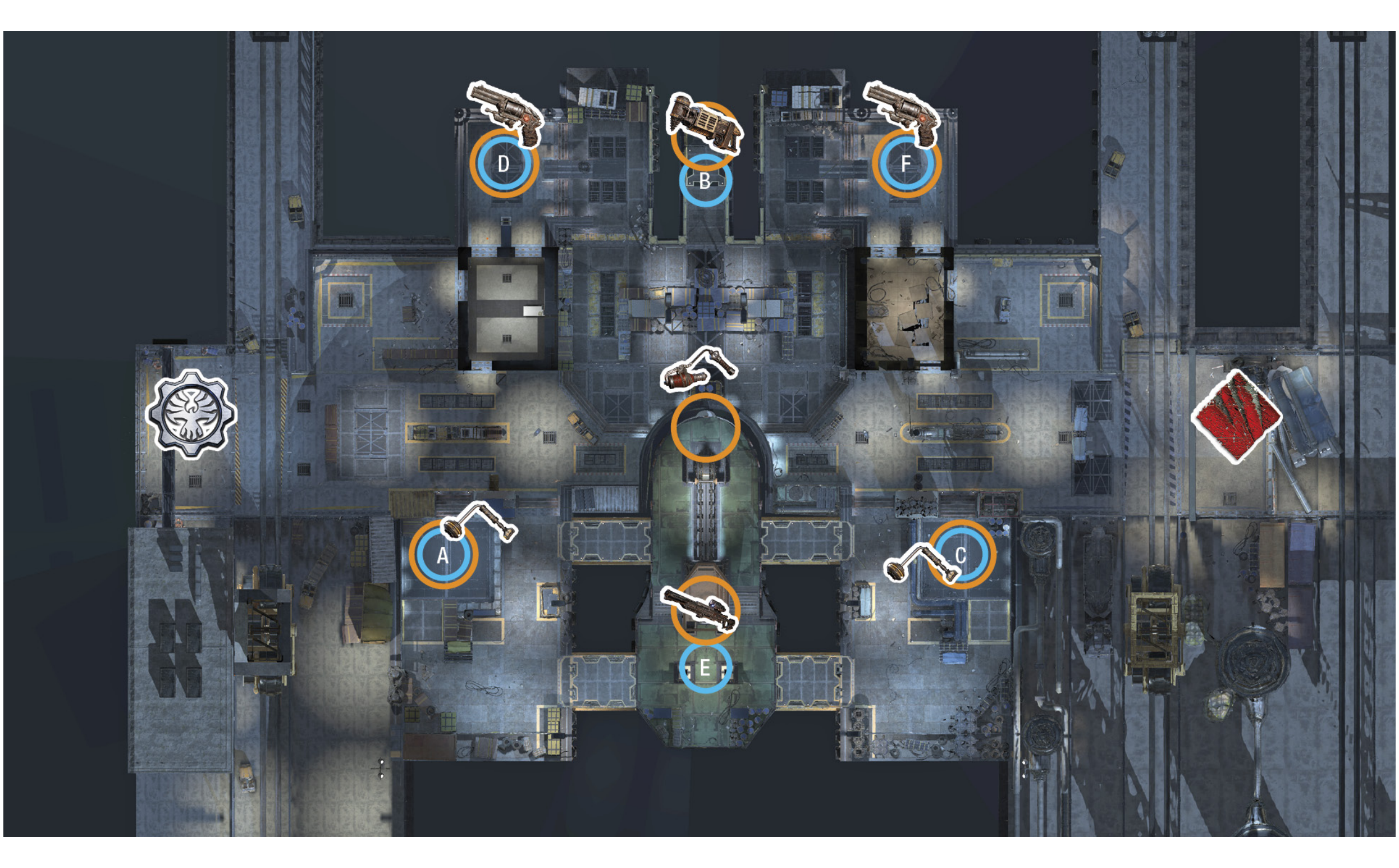
WINCH

The Winch area allows you the best view of the map. However, with four entries into this area, enemies can very easily sneak up right behind you for an easy kill. Use this spot for a quick kill or some recon before moving away quickly.

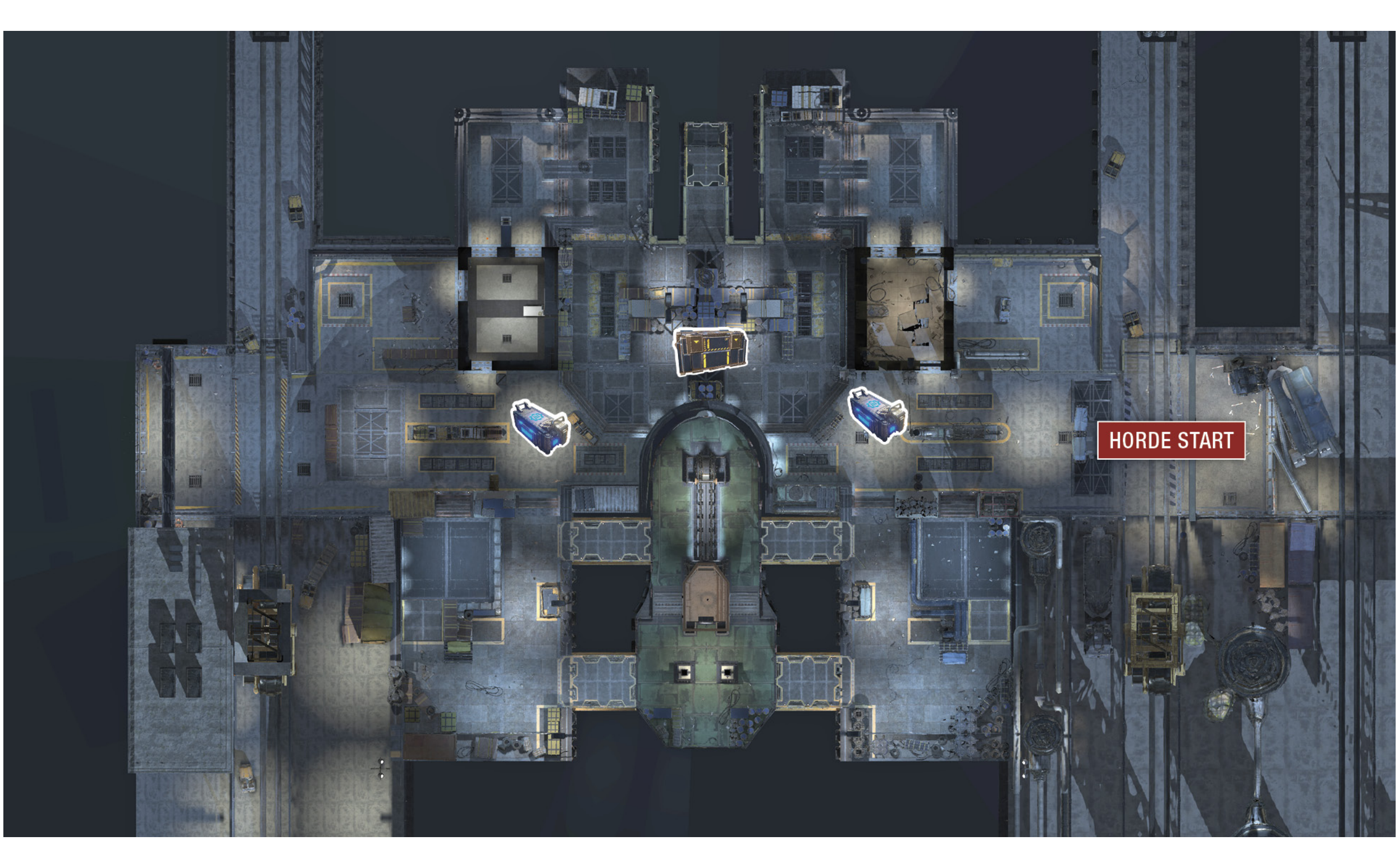
VERSUS CALLOUTS 1



VERSUS CALLOUTS 2



HORDE CALLOUTS



Harbor is fairly open, so it can be tough to setup a base and protect it from all sides. The spawn points are only open on one side, but cover is limited. Place the Fabricator just behind the cover and branch into the neighboring areas as the game progresses. The Control Room or Fuel Station could be used, but there are numerous openings to defend.

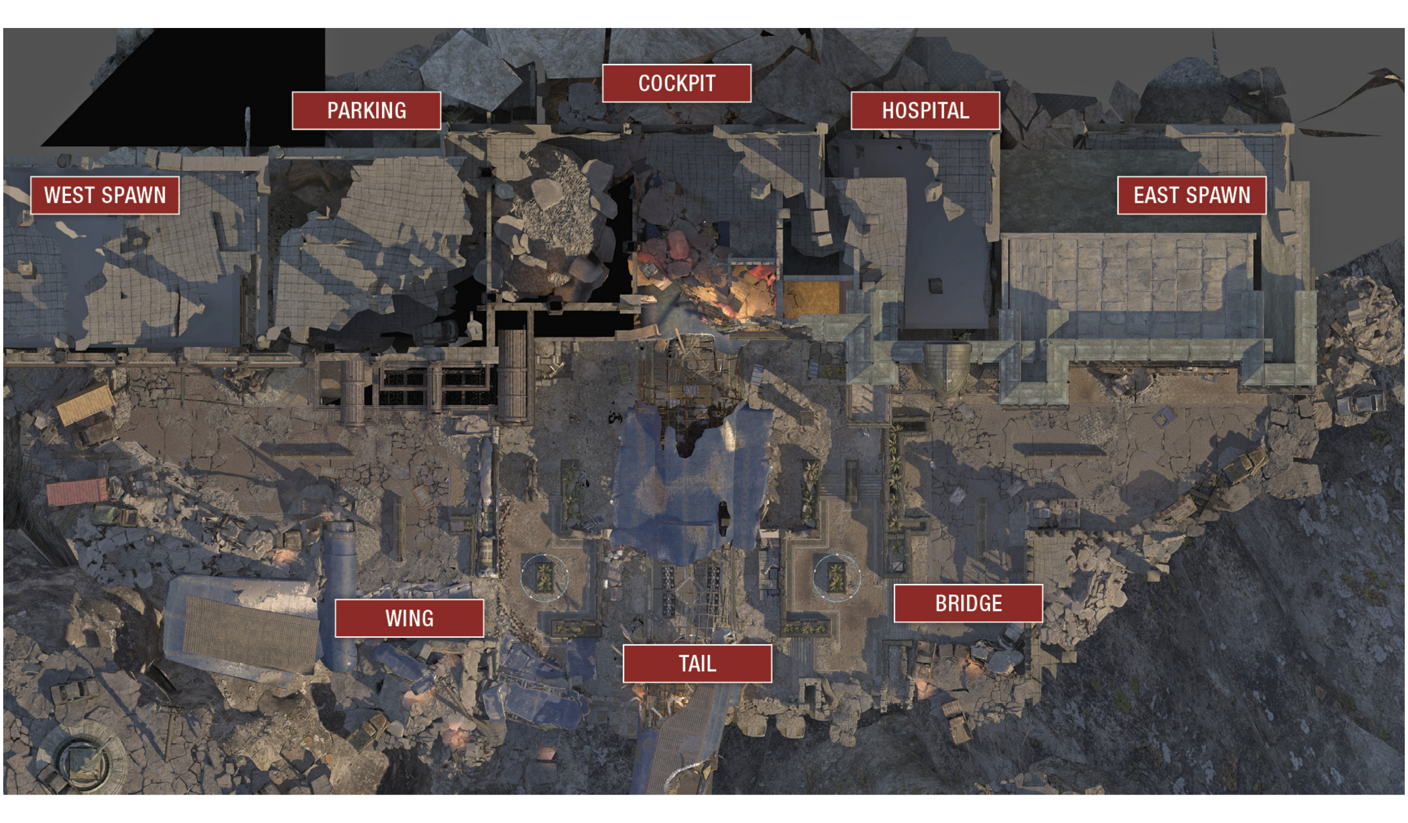
WAVE 50
SCORE 0
CARRYING 0
FABRICATOR 54,500
WAVE BEGINS IN
9
440

Multiplayer Maps

Impact

What was left of this Ilima city block has been decimated by a fallen Condor aircraft. The cockpit and tail sections run along the center of the map, while the streets above offer the high ground.

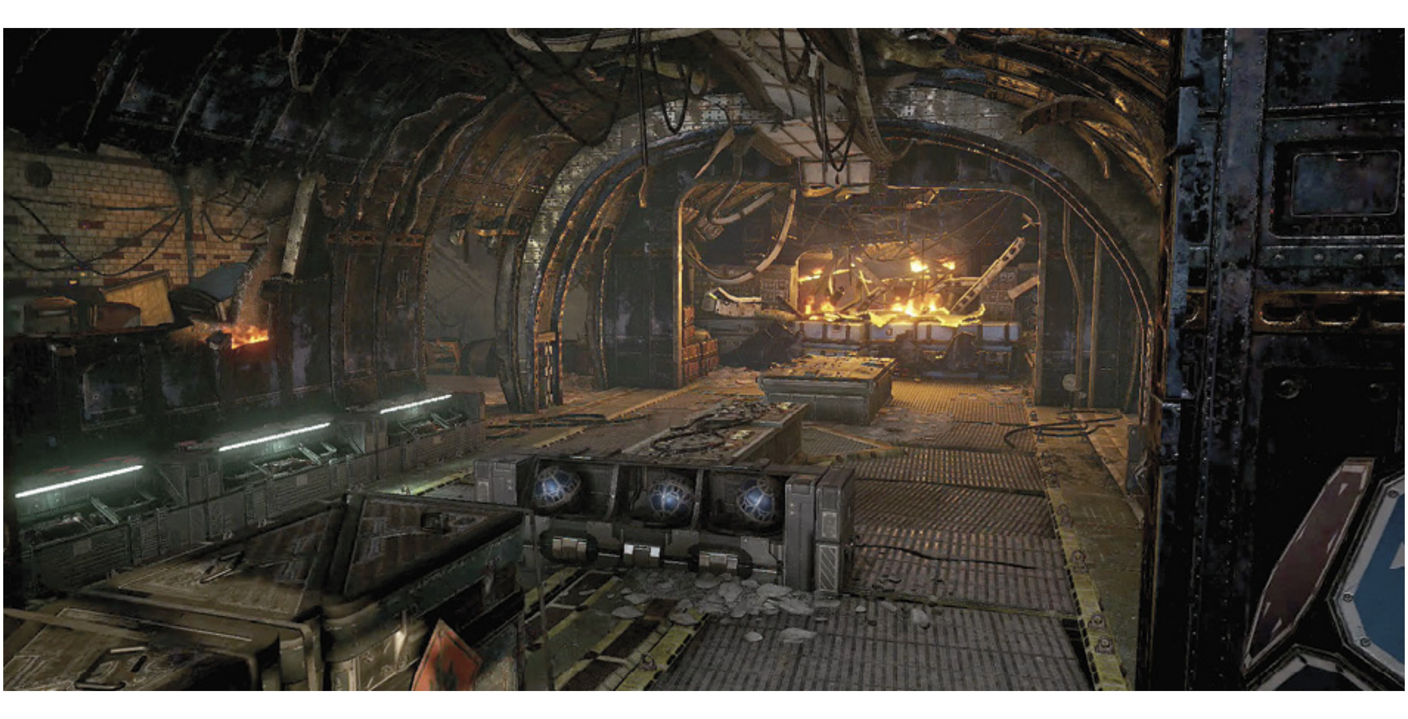
POINTS OF INTEREST



BRIDGE

The Bridge is a transition area when moving between the East Spawn and the Tail section. Use the short barriers as cover as you descend into the plane wreckage, where you are likely to clash with the opposing team.

COCKPIT



The nose of the plane has come to rest deep inside the structure, creating a dark, close-quarters environment. Mid-range fighting is possible through the openings on either side of the aircraft, but have your Gnasher or Enforcer ready as you move through the wreckage. If available, collect the Buzzkill for some chaotic fun inside the tight area.

EAST SPAWN

The spawn points on Impact are relatively open compared to the rest of the map, but cover can be reached within the Spawn Protection time. Follow the road to the split, where you must decide whether to enter through the Bridge area or go straight for the Cockpit.

HOSPITAL

Just beyond the East Spawn, the Hospital sits along the right side of the road. Sitting adjacent to the building is the subway entrance, which leads into the cockpit. A Longshot can be had along the way, but keep your shorter-range weapon ready while moving through the structure. The real prize is a Buzzkill that rests inside the Cockpit.

PARKING

Just beyond the West Spawn, a planter offers little protection as you move toward Ilima Station. Take cover along the short wall before moving into the plane wreckage, as opposing players enter from the other side. A Longshot is available in most Versus mode, but getting a good shot in this area can be tough. Take it to the road to get shots on players inside the back of the plane.

TAIL

The back end of the plane wreckage is much more open than the Cockpit. Pass through quickly as players are able to get shots into this area from the raised road on either side. Longshots available inside the building makes sniping a real threat.

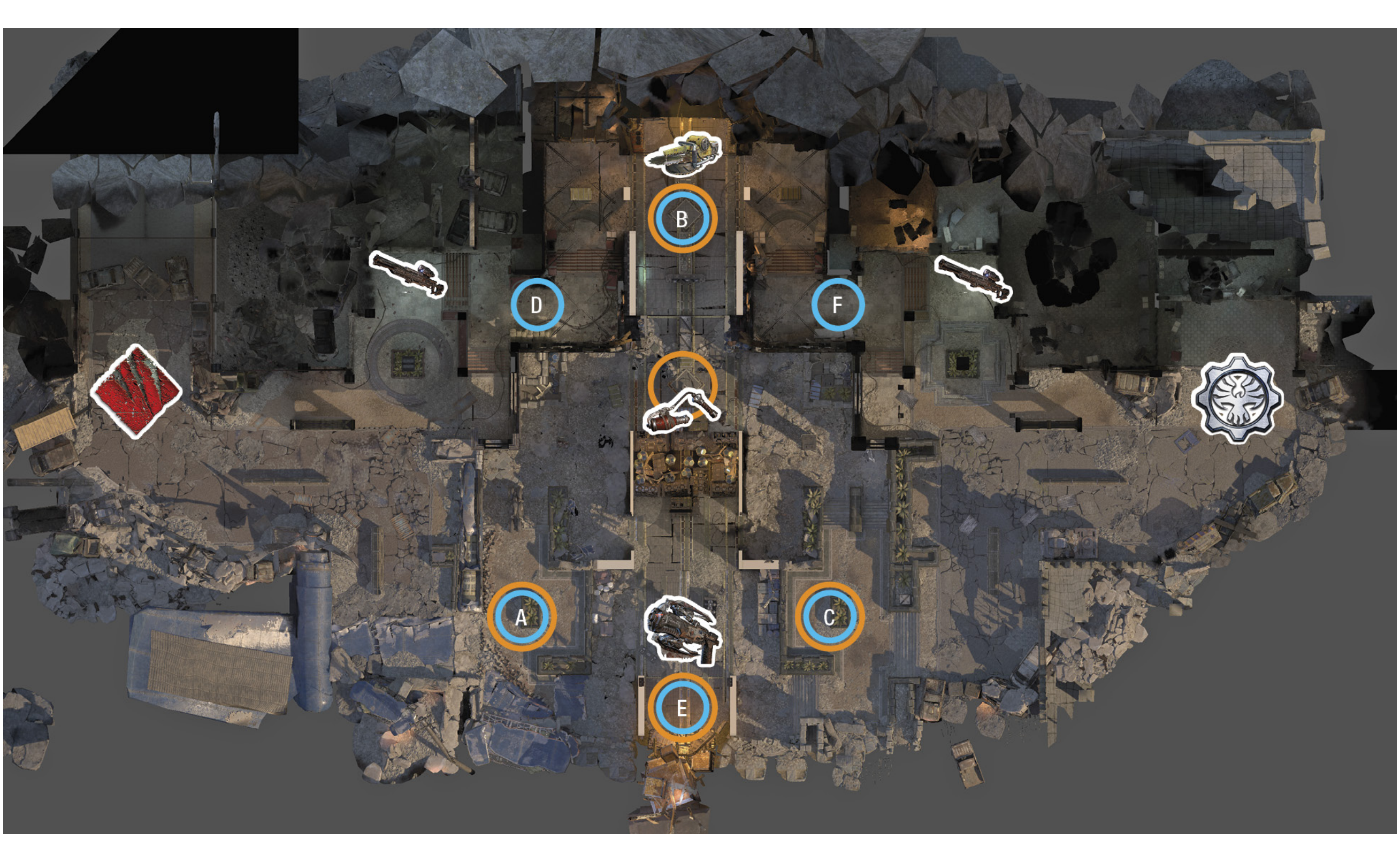
WEST SPAWN

The West Spawn emerges from the parking garage and is setup similar to the east starting point. The area is wide open, though cover is available at the guardrail in the middle of the street or behind the rubble that sits at the left corner.

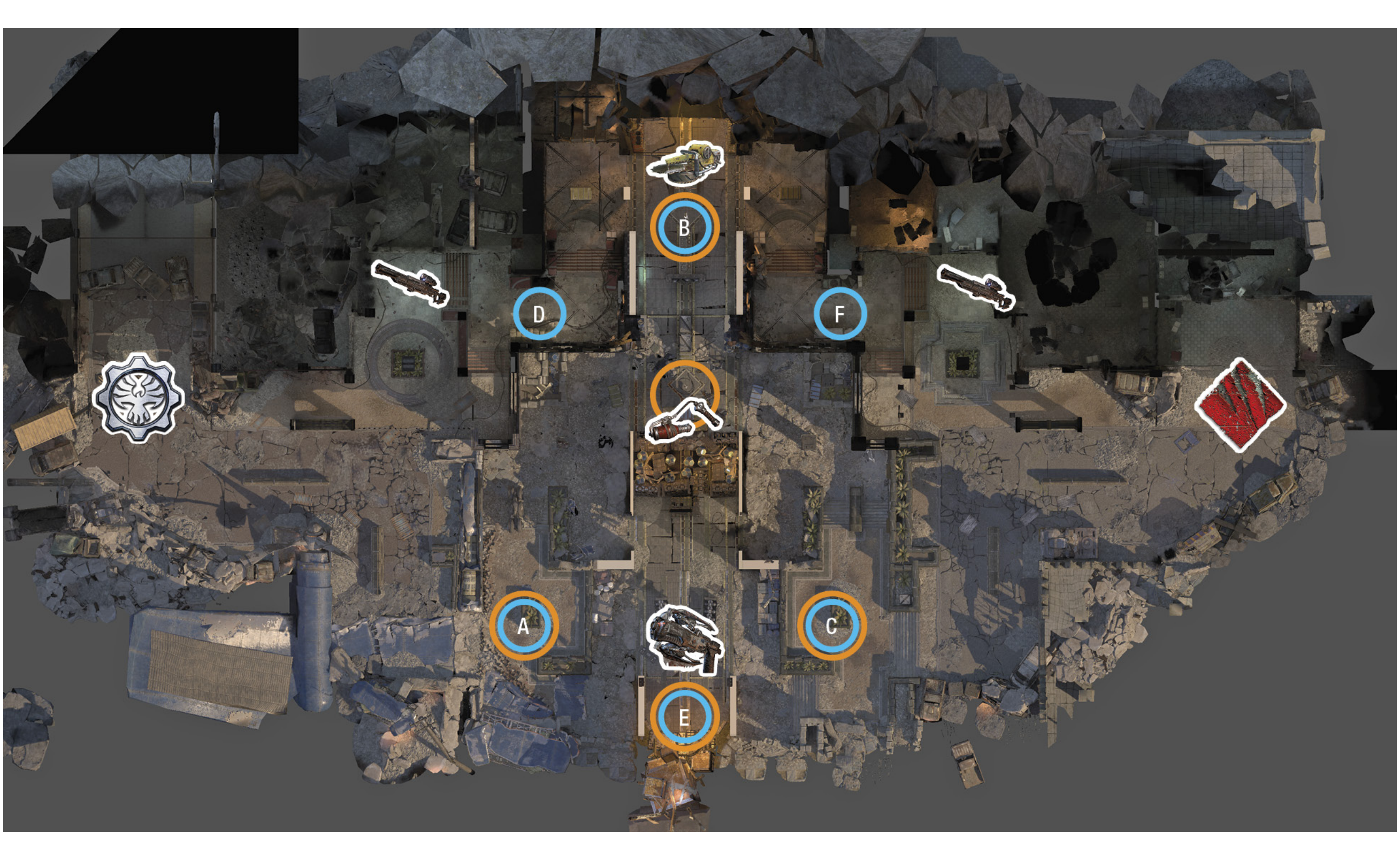
WING

The damaged Wing has been flattened into the road as it leads down into the Tail section of the airplane. Long-range shots can be made from the short wall into the wreckage, but watch your back as you are extremely vulnerable.

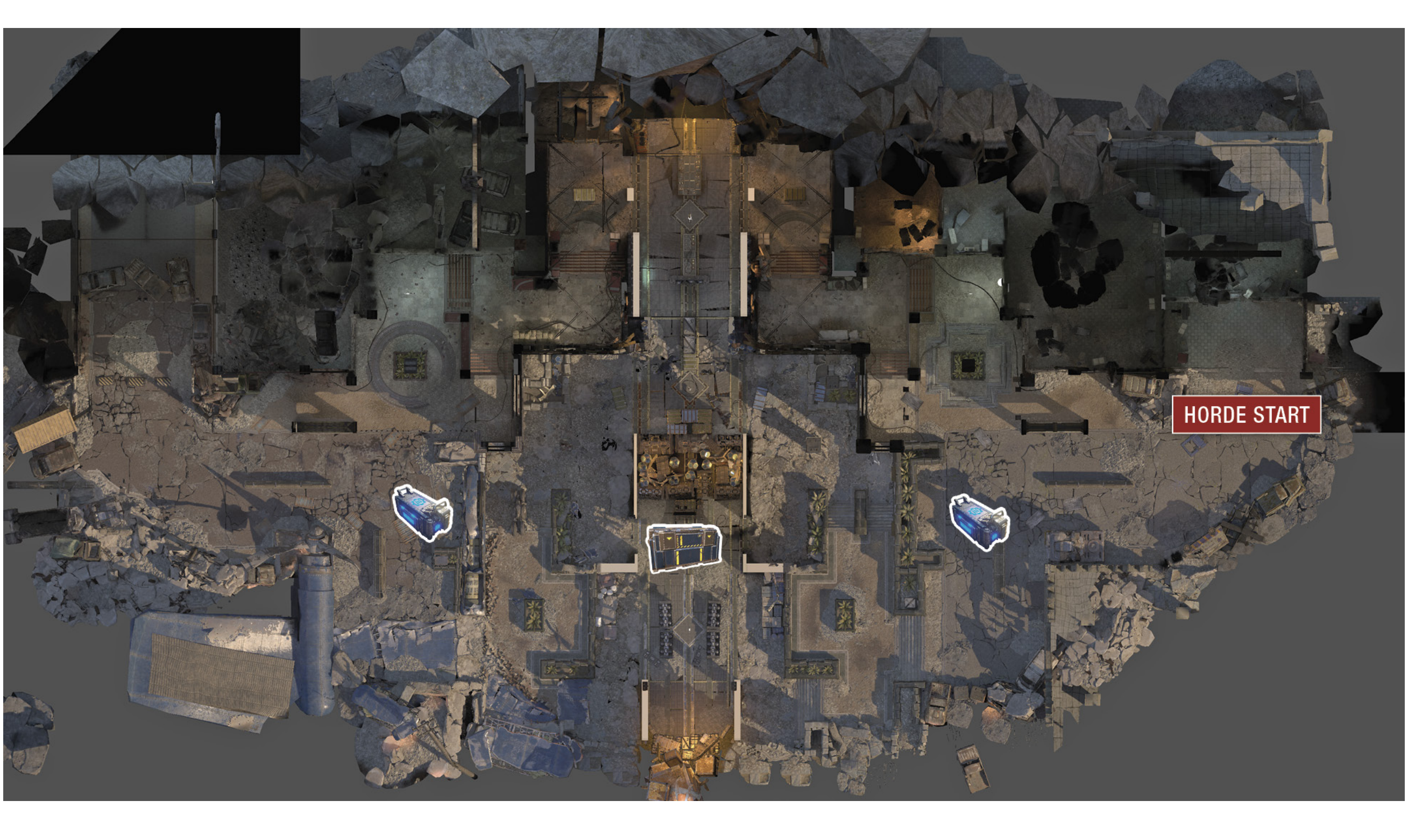
VERSUS CALLOUTS 1



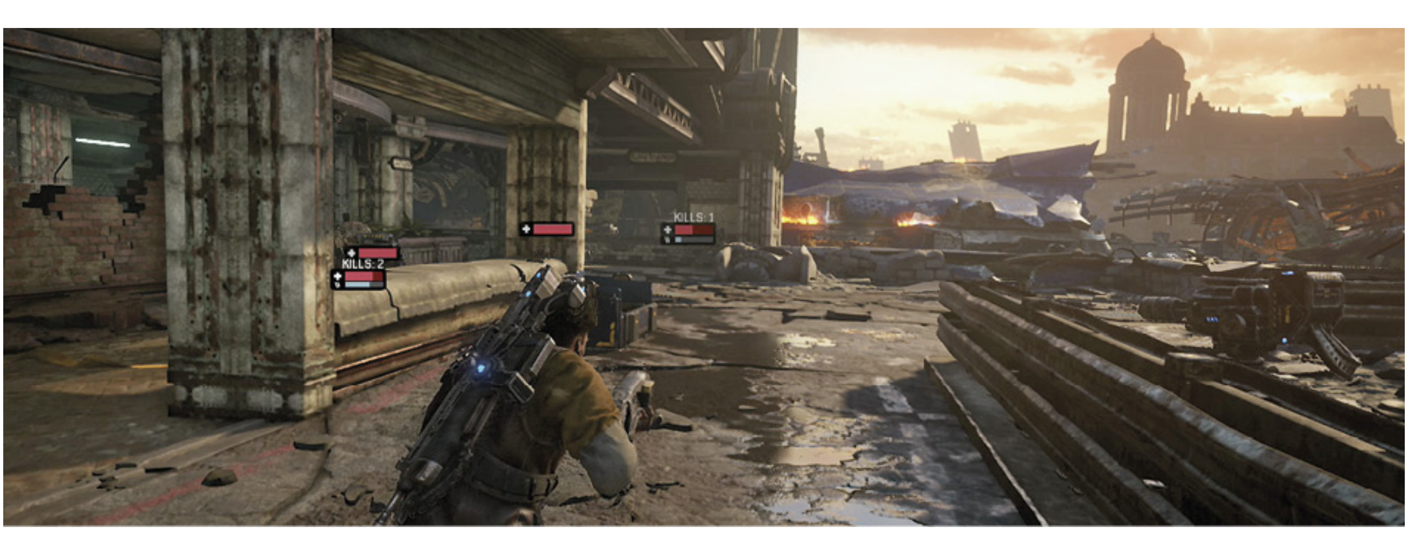
VERSUS CALLOUTS 2



HORDE CALLOUTS



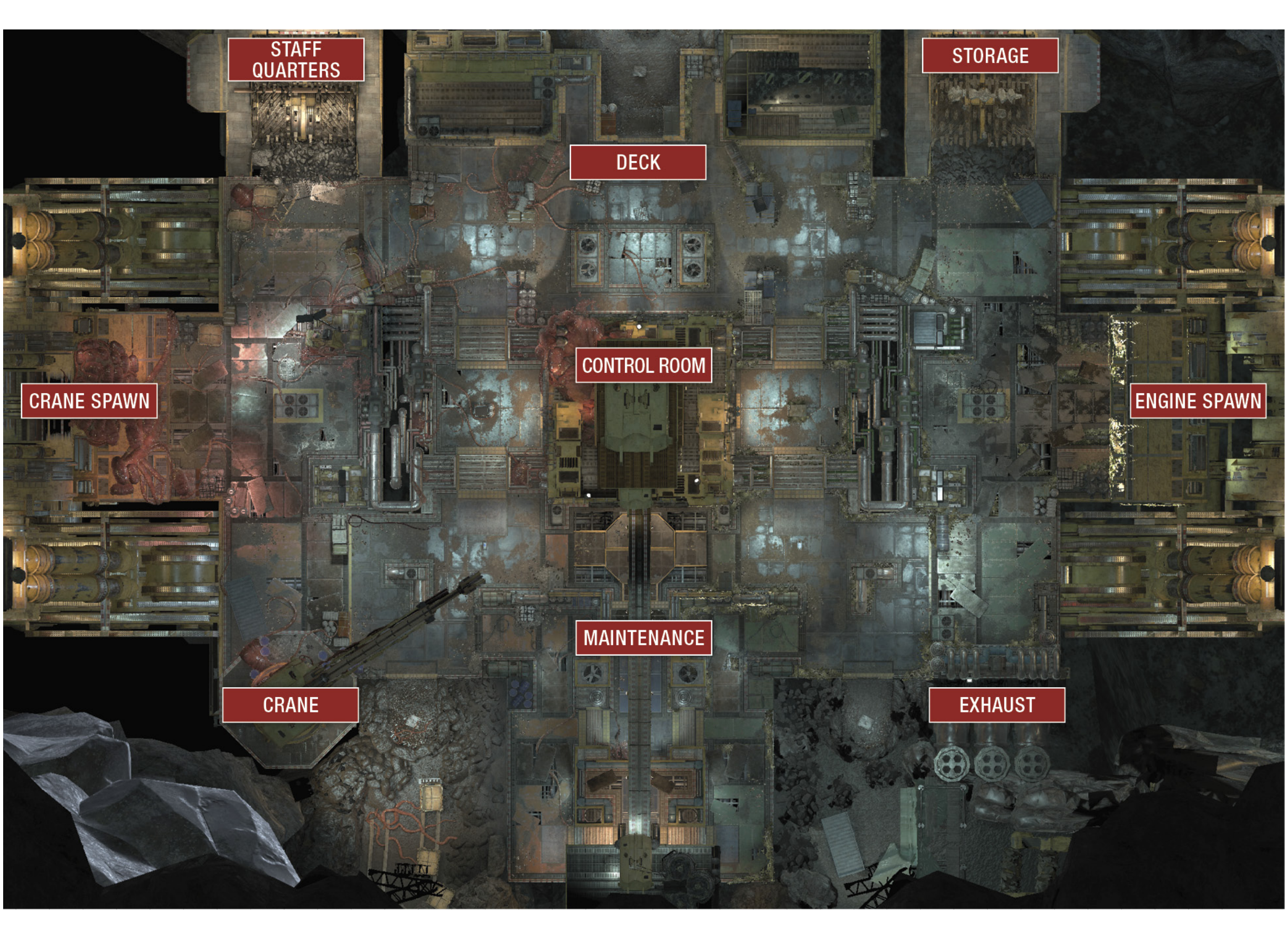
The center of Impact sits lower than the outsides, with the plane wreckage blocking much of the line of sight between the two sides. Place the Fabricator near the middle of the road in the Parking or Hospital area. Set up Sentries at the entry points and they will warn of any incoming intruders. The Cockpit and Tail sections can be used as your base, but watch out as enemies spawn on either side of your defenses.



Lift

An enormous mining elevator that descends into the depths of Sera. New locations open up once the platform reaches the bottom of the shaft.

POINTS OF INTEREST



CONTROL ROOM

The Control Room has openings on every side making it a high risk place to settle down. The center of the Control Room will be an empty hole until the lift reaches the end of its journey. The two windows of this room cannot be vaulted or mantled, but will still leave you open to be shot at.

CRANE

The Crane is hard to miss as it is one of the larger object on this map. Small bits of pipes and other materials provide a mix of low cover underneath the Crane's arm. A small spot of land near the base of the Crane will open once the Lift reaches the bottom of the mineshaft, this will reveal a weapon spawn.

CRANE SPAWN

This Engineering room is covered in biological growth. Labeled the Crane Spawn due to its close proximity to the Crane, features a small room which can be used as cover, but chances of any action happening this close to the spawn are relatively low.

DECK

The Deck sits in front of the Staff Quarters and Storage buildings. Air vents and containers make great cover in this mostly open area. Beware enemies at longer ranges, the lack of high cover will make it hard to sneak by without getting shot at. A small area with a spot of cover and a weapon spawn will open between the Staff Quarters and Storage rooms once the Lift hits rock bottom.

ENGINE SPAWN

Ivy is slowly taking over this Engineering room. Quickly running for the Storage or Exhaust areas make for a much better plan than setting up shop in this lonely room.

EXHAUST

Exhaust features a few bits of low cover that can easily be vaulted if you are on the run. A small bit of land and a weapon spawn open up once the Lift hits the bottom. Use this area to set up an attack on the Control room from one of its vulnerable sides.

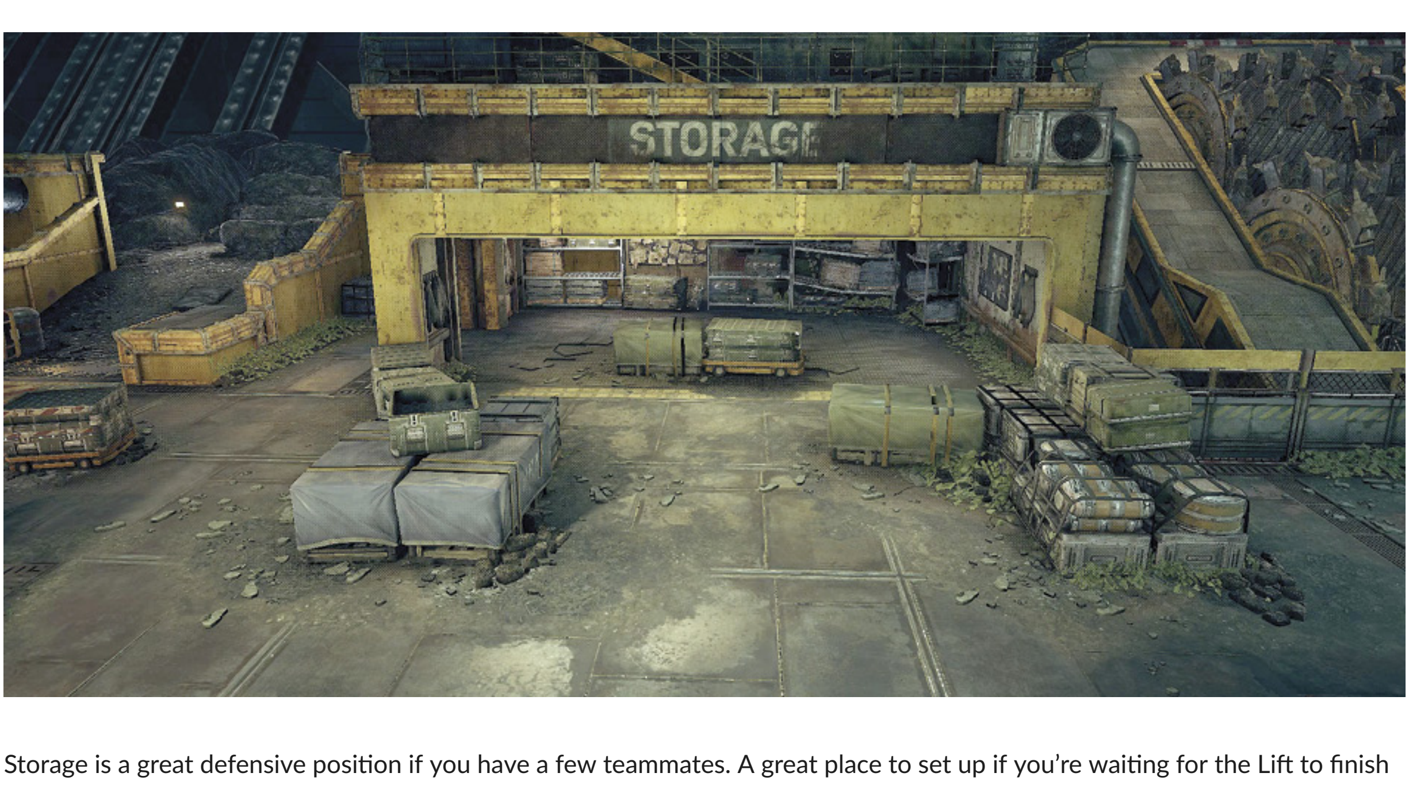
MAINTENANCE

Maintenance is a labyrinth of close quarters and medium range fighting. This is due to the maze of low cover and tight corners, mixed with the upper level area at the far end of the map. Setting up on the platform is a great strategy, but enemies can easily shoot you through the holes in the low cover from either side if they sneak by you.

STAFF QUARTERS

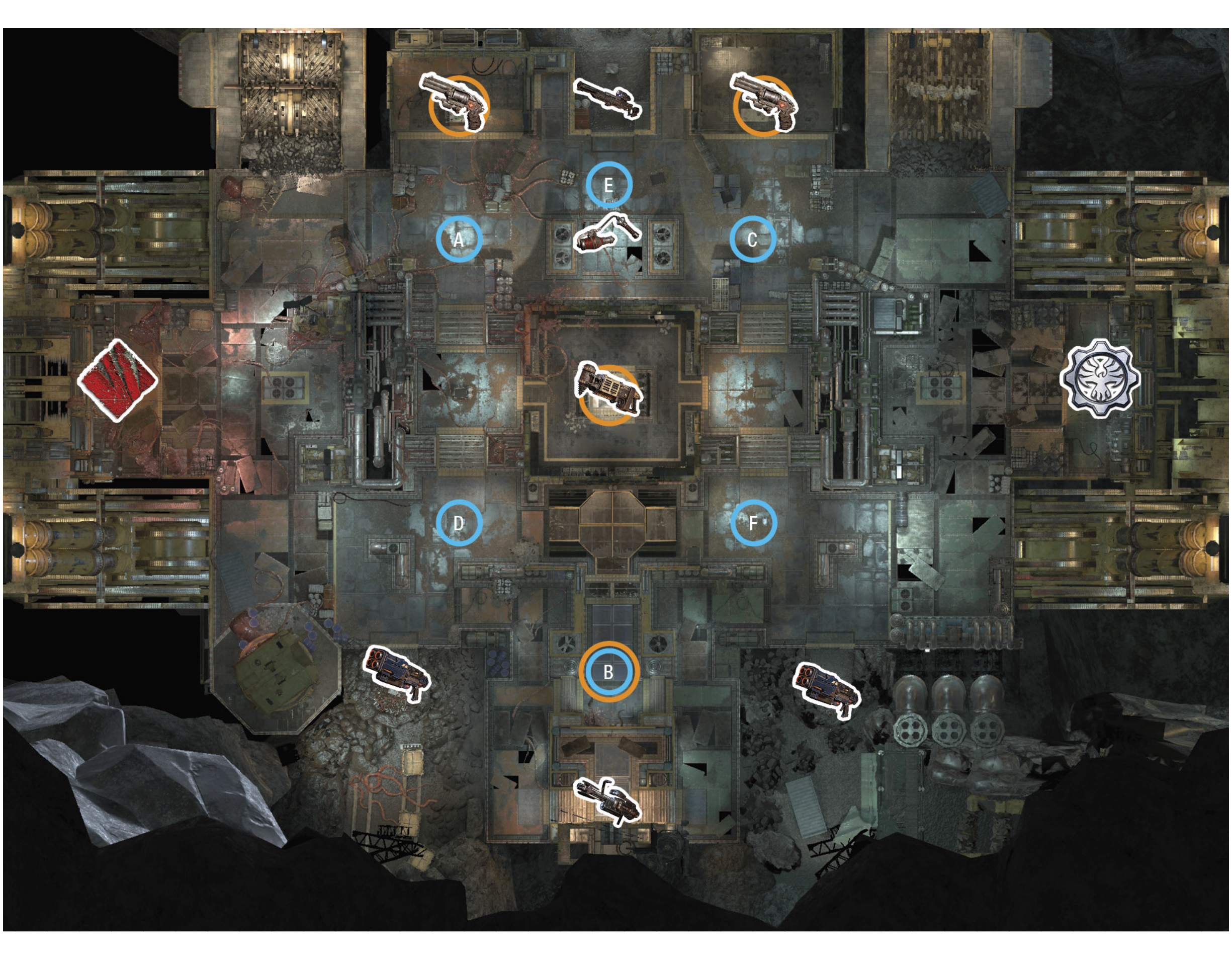
While the Staff Quarters does feature a couch, you may find more interest in sitting down behind the Thrash Ball table. With a player set up there, teammates can get behind the containers in front of the room for a nice well rounded defensive position. With this place locked down, you'll have access to all the games, so be ready to fight off waves of enemies.

STORAGE

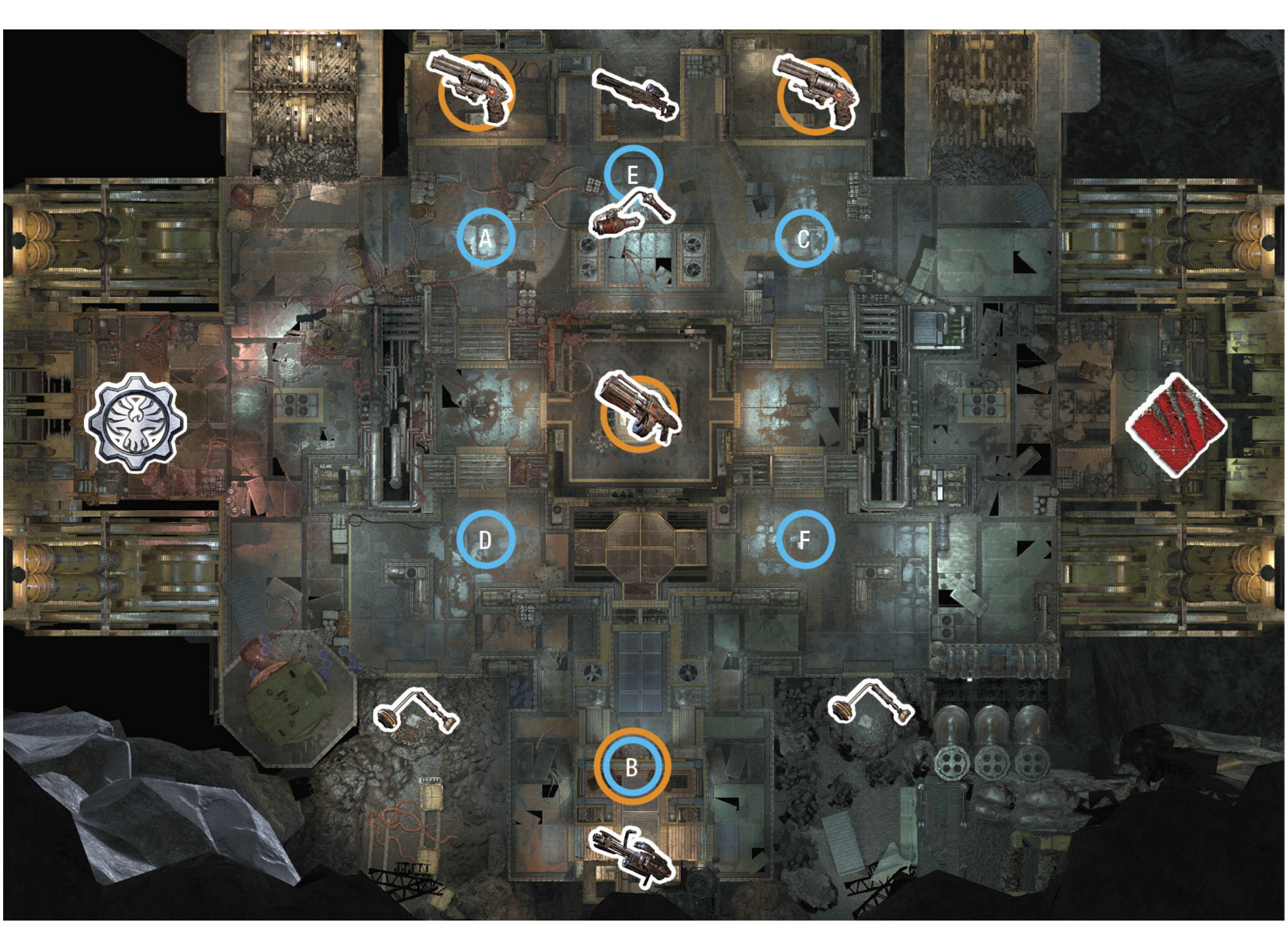


Storage is a great defensive position if you have a few teammates. A great place to set up if you're waiting for the Lift to finish its descent and you want to grab the power weapon that spawns in the area just outside.

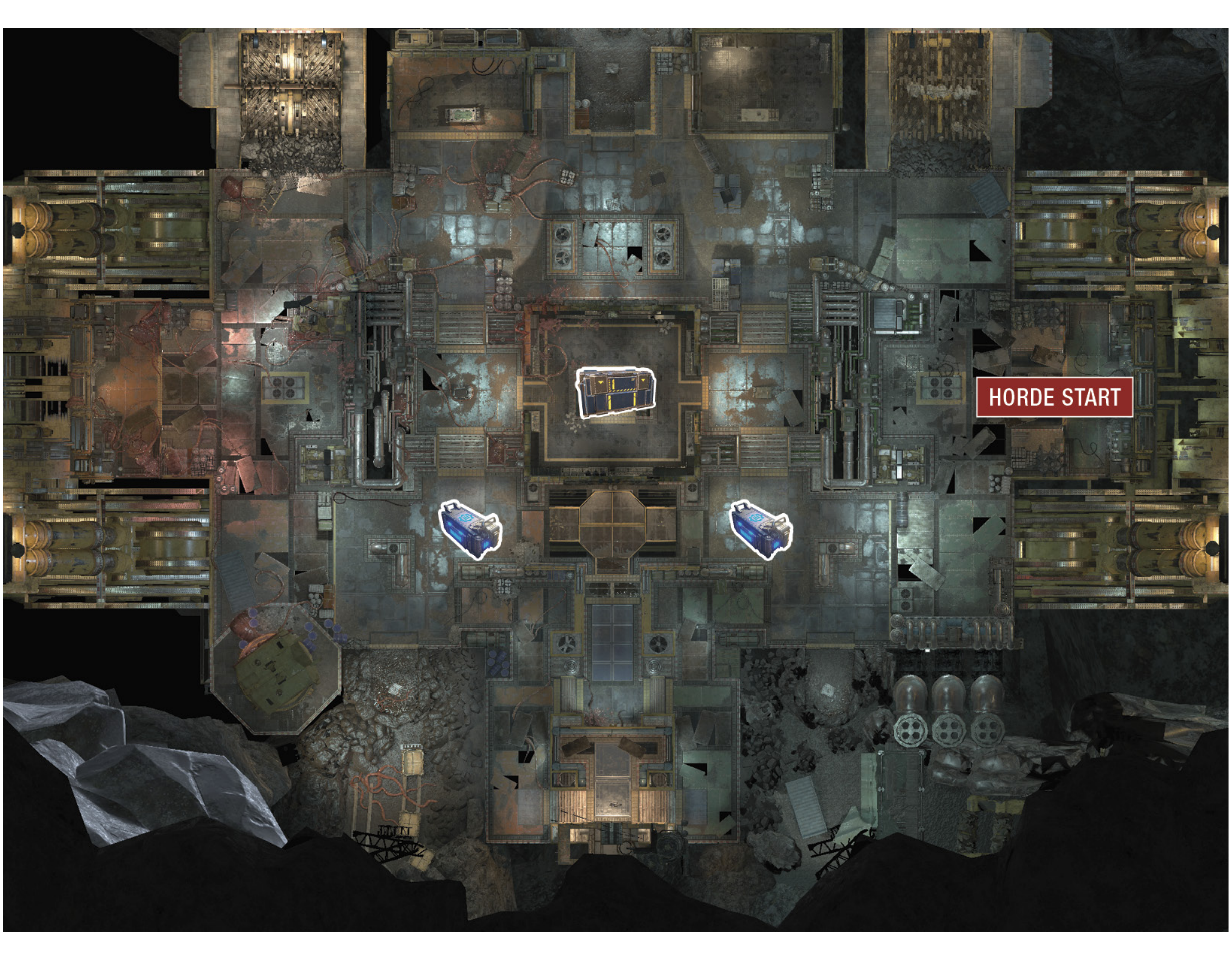
VERSUS CALLOUTS 1



VERSUS CALLOUTS 2



HORDE CALLOUTS



In Horde mode, the Lift has already come to rest at the bottom of the shaft; so all areas are readily available. The Fabricator rests inside the Control Room, where openings on all sides make it a tough base to hold down. Move it out of the room and pull it into one of the outlying areas, such as the Staff Quarters. Place it just outside, and use the crates and Thrash Ball table as cover as the enemy charges your location.

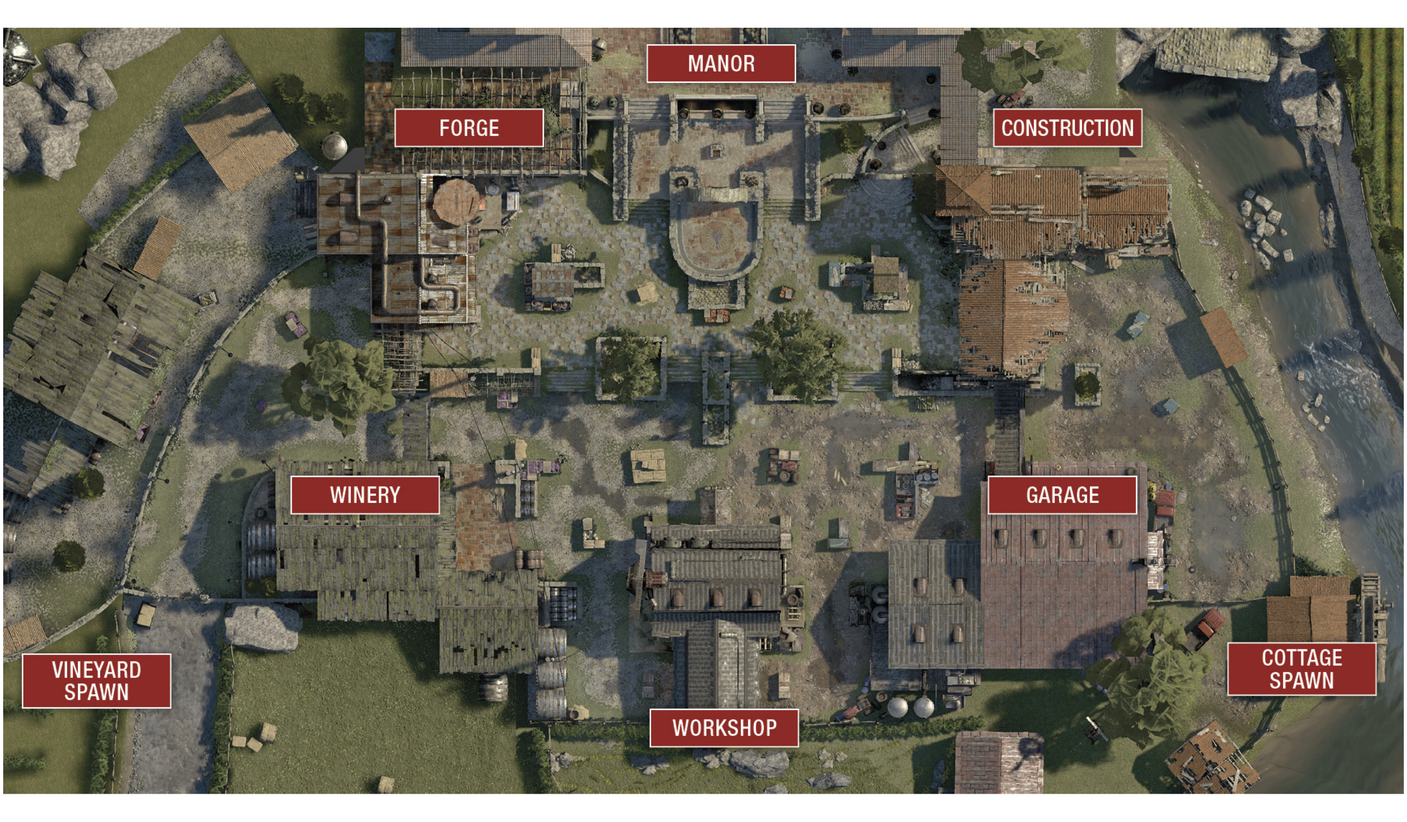
THRASH BALL

Multiplayer Maps

Reclaimed

Nature has begun to retake this recently abandoned farm. The barn in the center of the map protects defenders from the high ground of the balcony.

POINTS OF INTEREST



CONSTRUCTION

A small shack full of construction materials. Great place to hide out before assaulting the Manor area.

COTTAGE SPAWN

A small muddy piece of land with a cottage next to it. Head for the Garage or Construction area after spawning for cover.

FORGE

Fiery Forges are hard at work inside this small building. A small window provides a bit of cover, but vaulting through it into the Manor area will give you more room to operate.

GARAGE

This old garage provides a great place to retreat if the enemies are advancing too quickly. A team of two can easily hold down this area.

MANOR

The Upper area of the Manor provides the best view of the middle areas of the map. Watch out when taking cover up there, since the low cover features a few small iron bar areas that allow players to shoot you through the bars.

VINEYARD SPAWN

A large wine barrel and Gargoyles line this spawn. Access to the Winery and Forge are just a few short steps away.

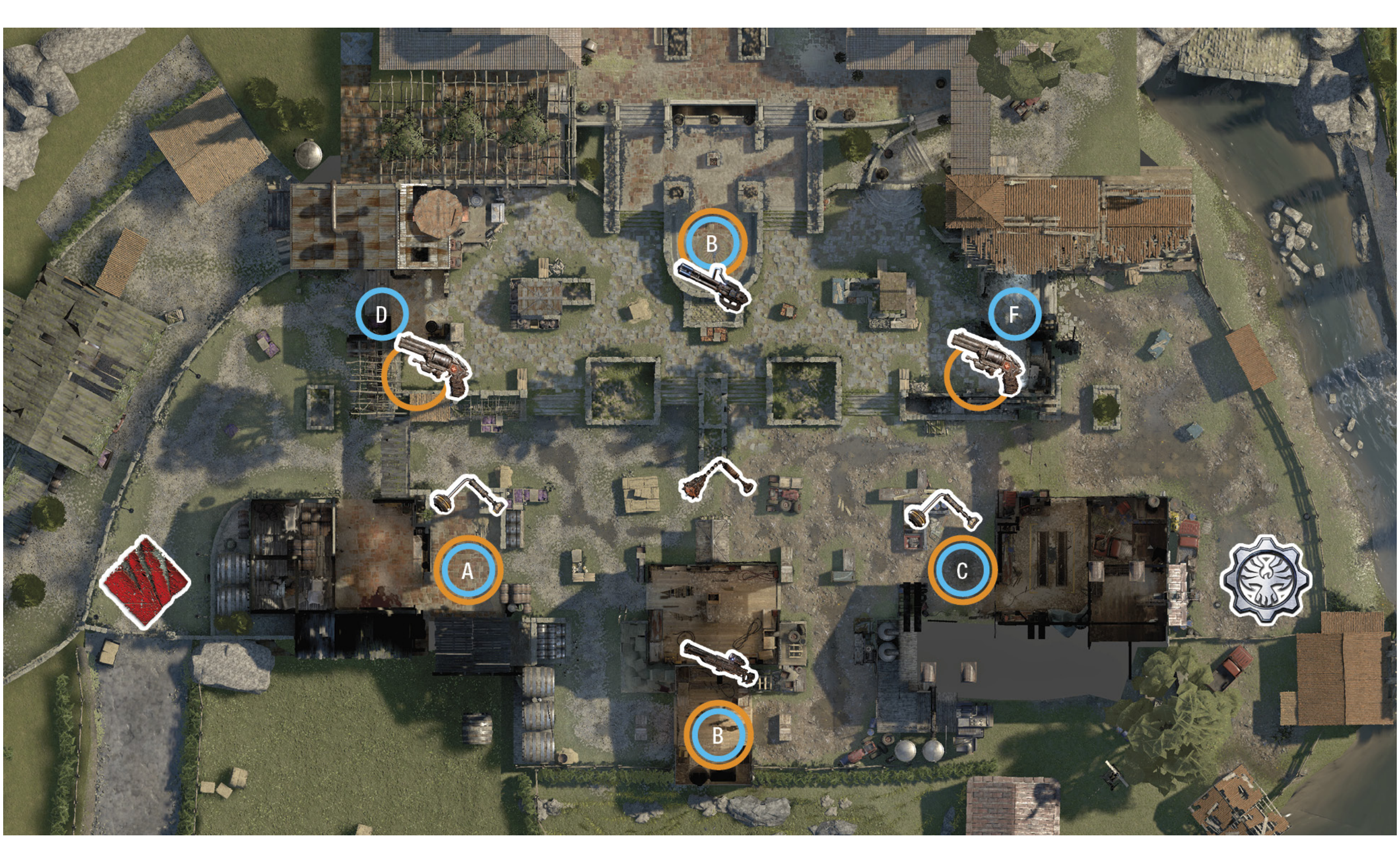
WINERY

The Winery is a great defensive point of the map. Use this when getting pushed back by the enemies or when fighting a boss on Horde. When attacking the Winery come from the Forge side to remain hidden for as long as possible.

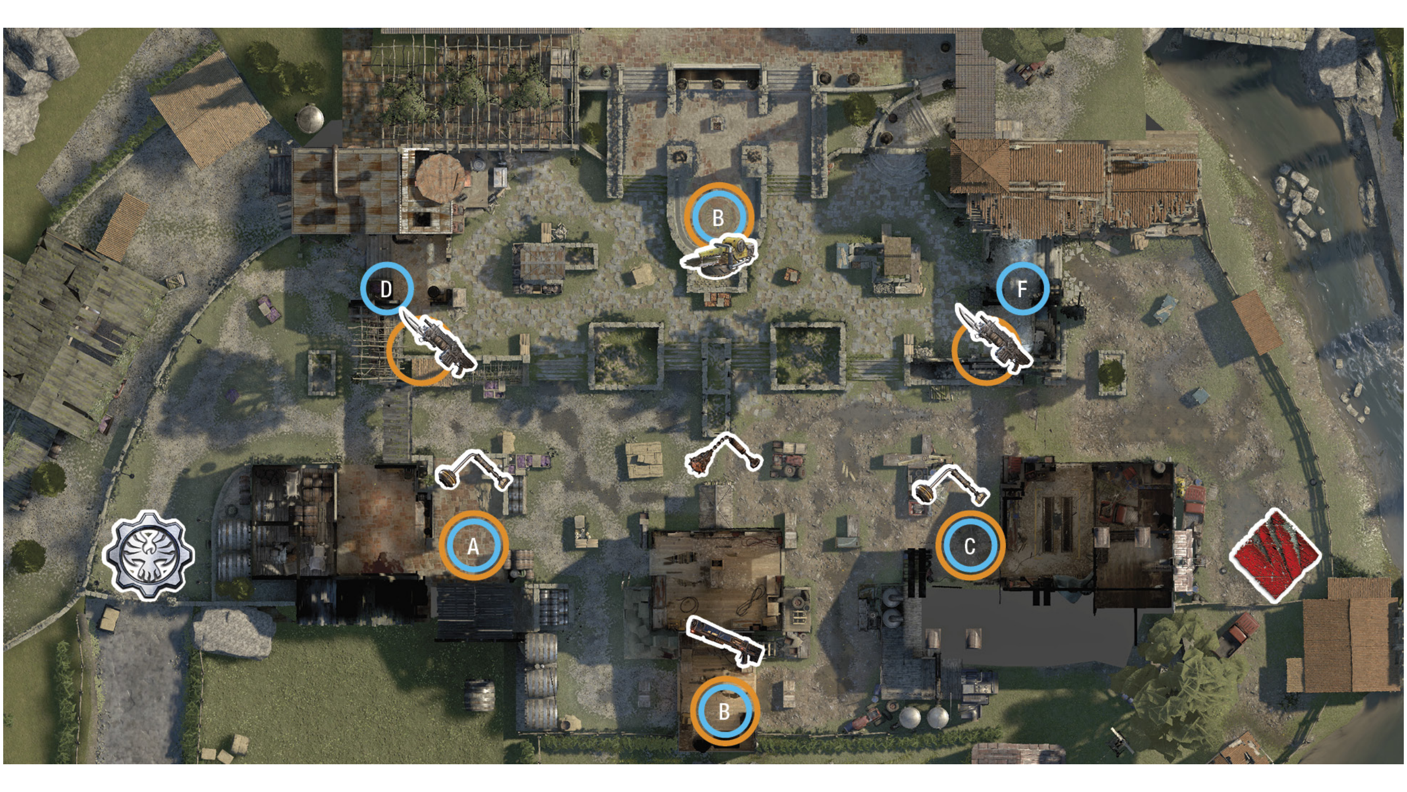
WORKSHOP

You're sure to find some close quarters action when entering the Workshop. With two levels, and multiple entrances this place is a madhouse. Try taking an Enforcer in the back side of the Workshop. The Enforcer will give you a nice advantage when taking over the upper level from the bottom.

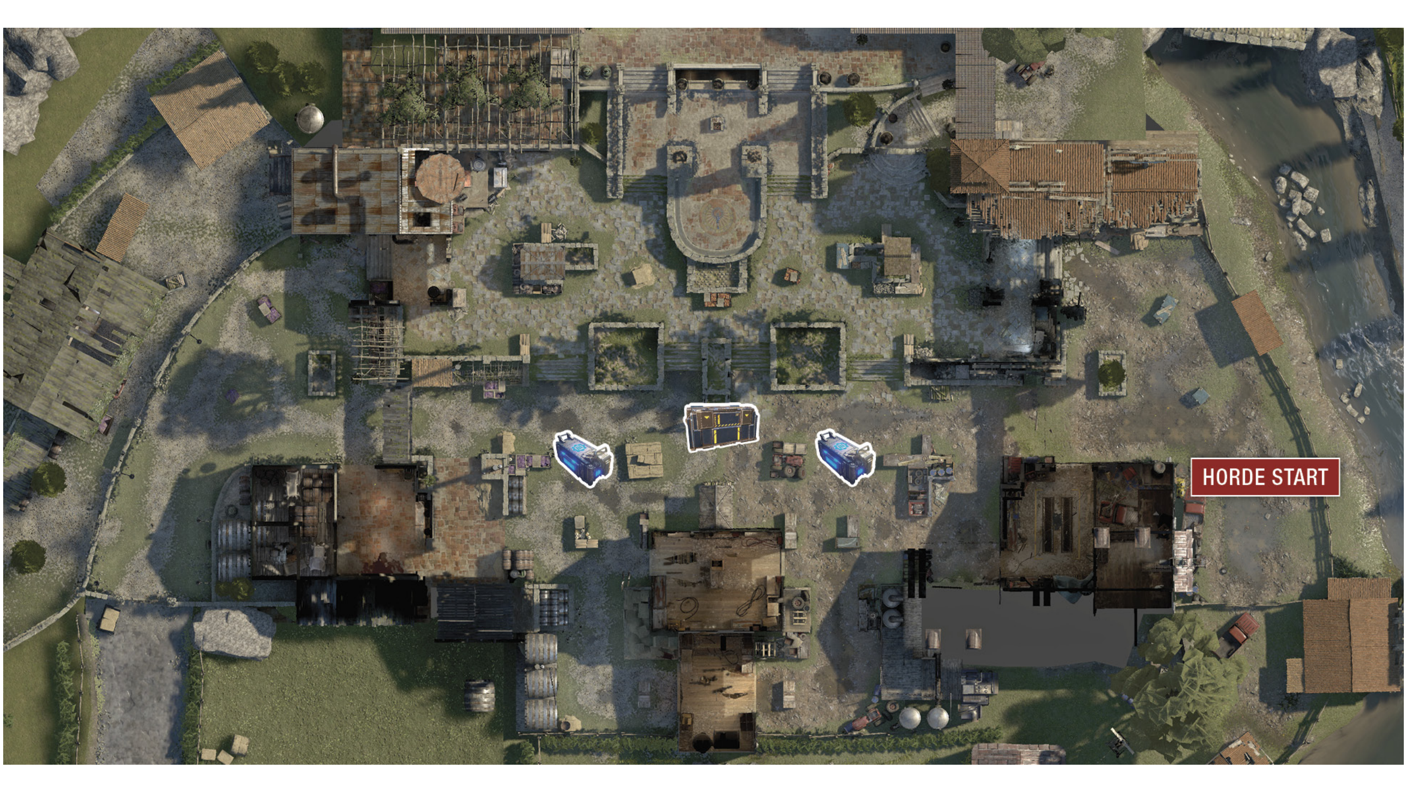
VERSUS CALLOUTS 1



VERSUS CALLOUTS 2



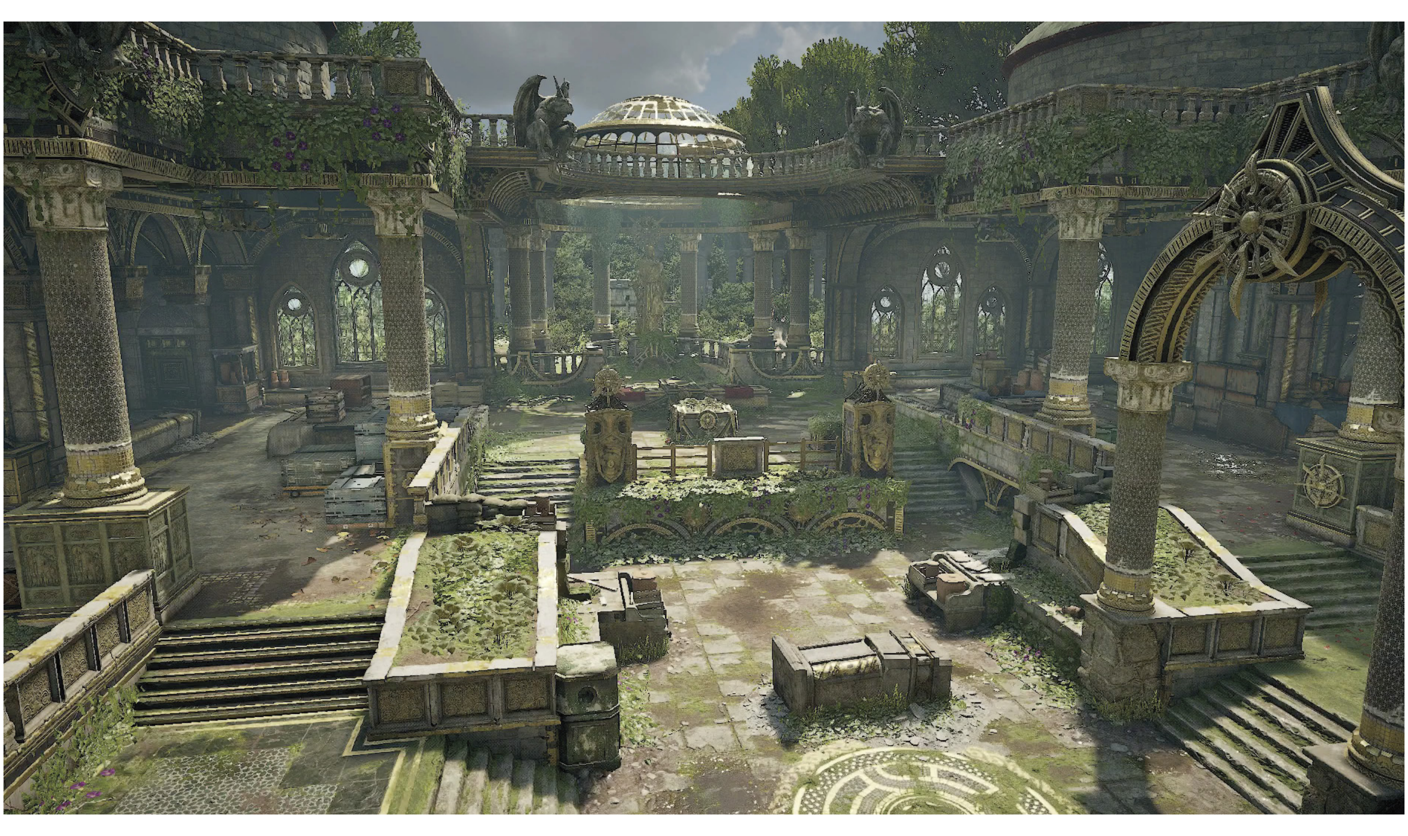
HORDE CALLOUTS



Set up the Fabricator just outside the Garage or Winery, just inside of the nearby spawn point to keep enemies from spawning there. Players can defend from inside the building with assistance from fortifications at each entrance. The Workshop offers some protection, but more entry points must be guarded. The raised area in front of the Manor is a great option, but watch out for DeeBees and Swarm that spawn from both ends of the map.

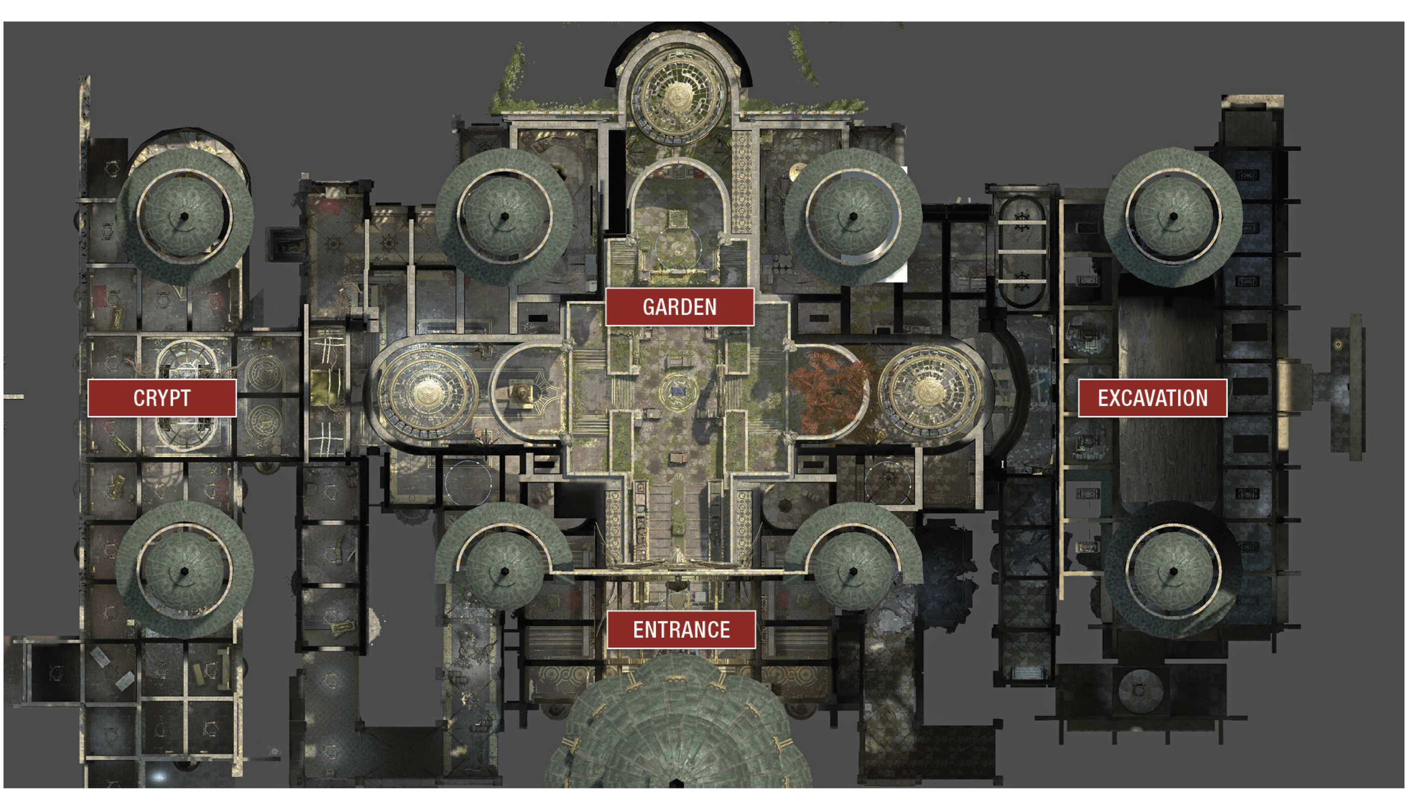
Multiplayer Maps

Relic

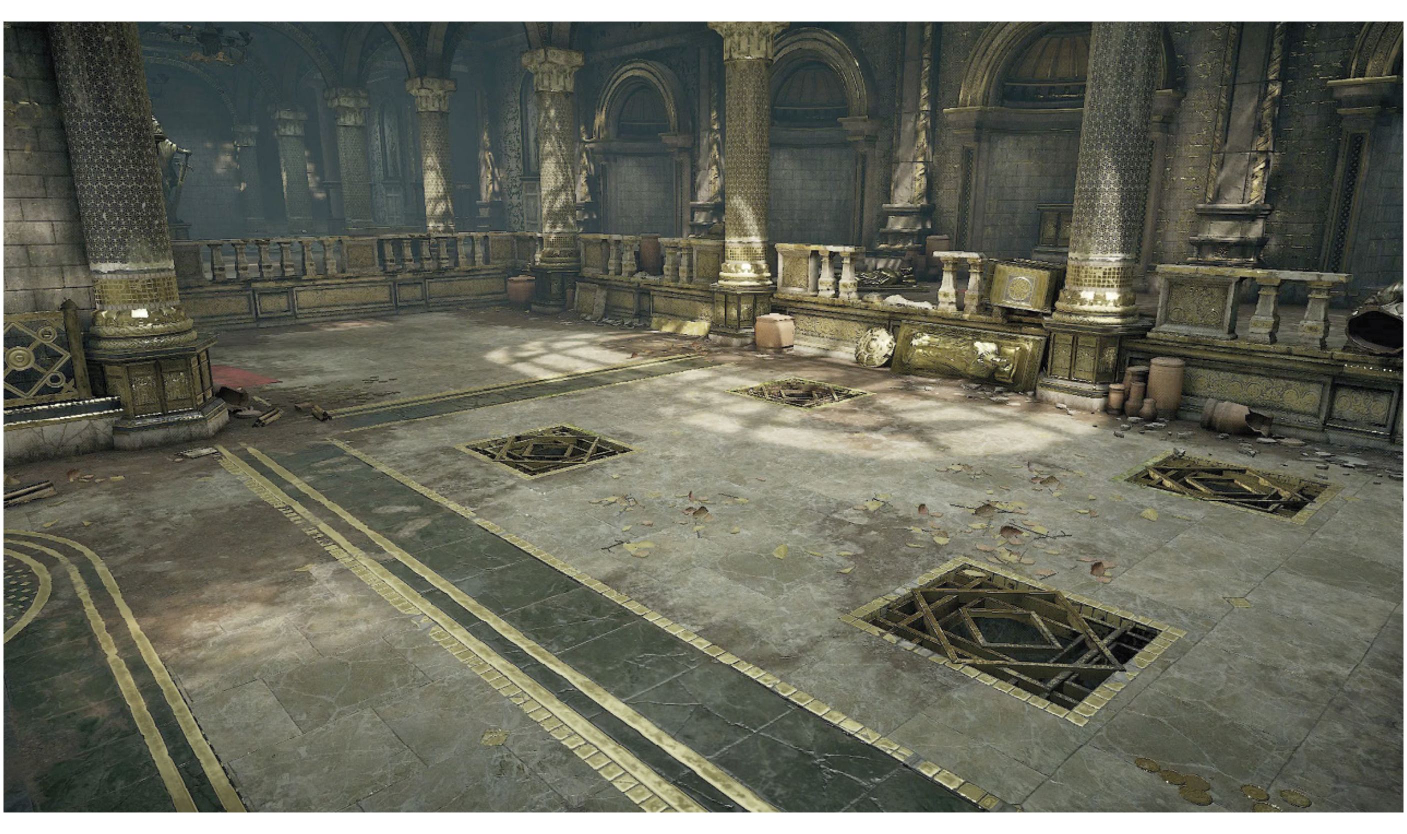


Unspoiled by war, this ancient Tyran burial chamber is now a brutal battlefield. A makeshift barricade offers the best visibility to the fast flanks through the dangerous center pathway.

POINTS OF INTEREST

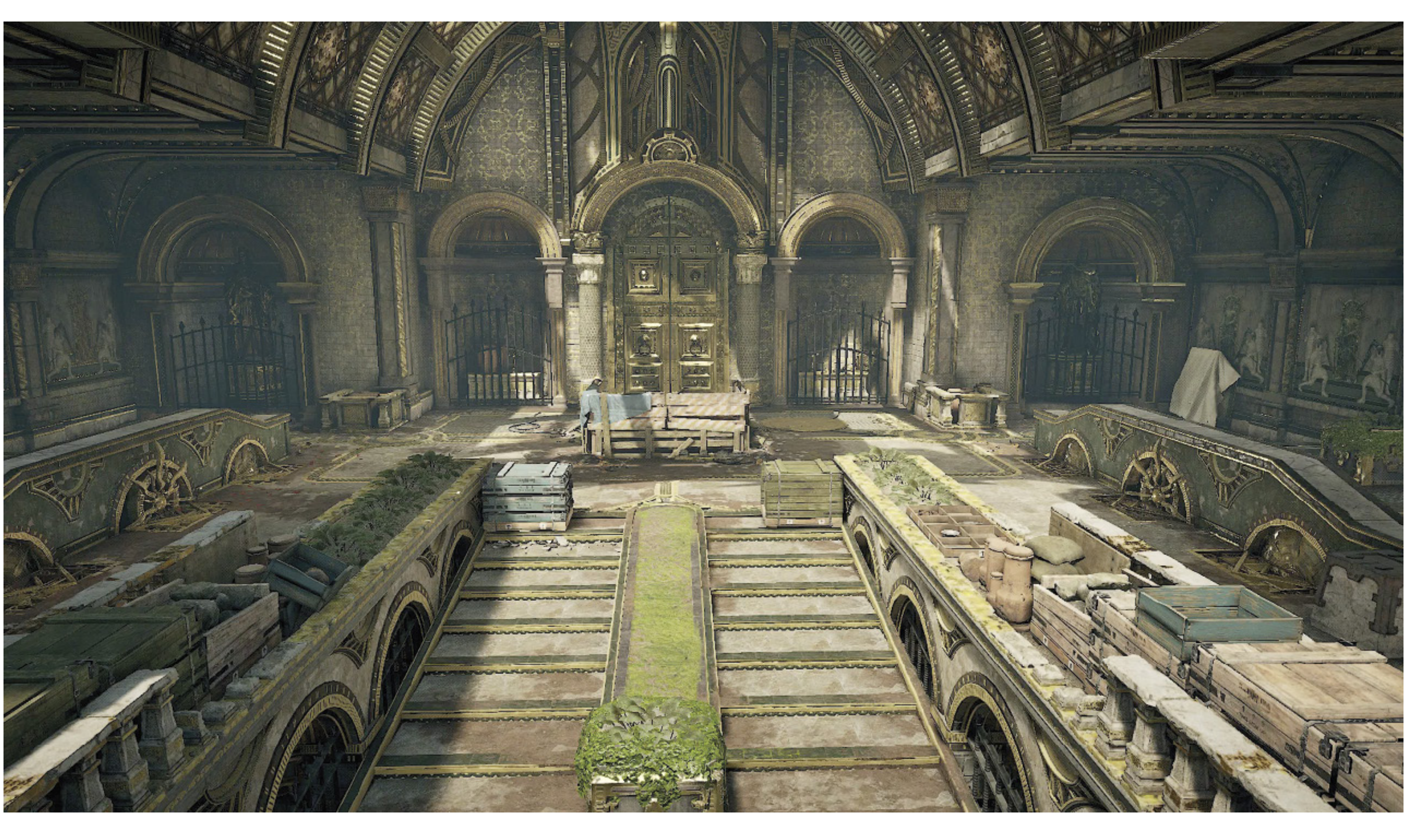

GARDEN
CRYPT
EXCAVATION
ENTRANCE

CRYPT - SPAWN



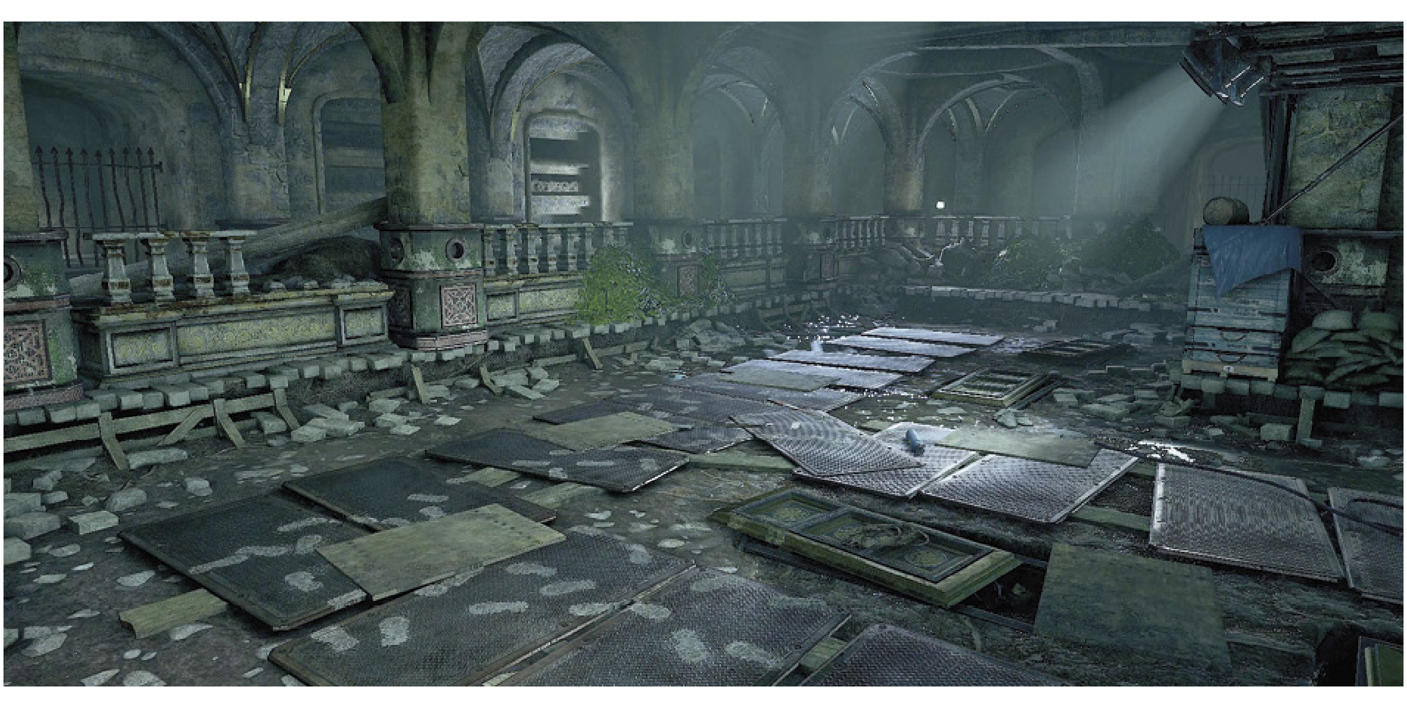
Filled with natural light and no cover this area would leave you incredibly vulnerable without Spawn Protection! The amount of open space makes for a great building area in Horde Mode.

ENTRANCE



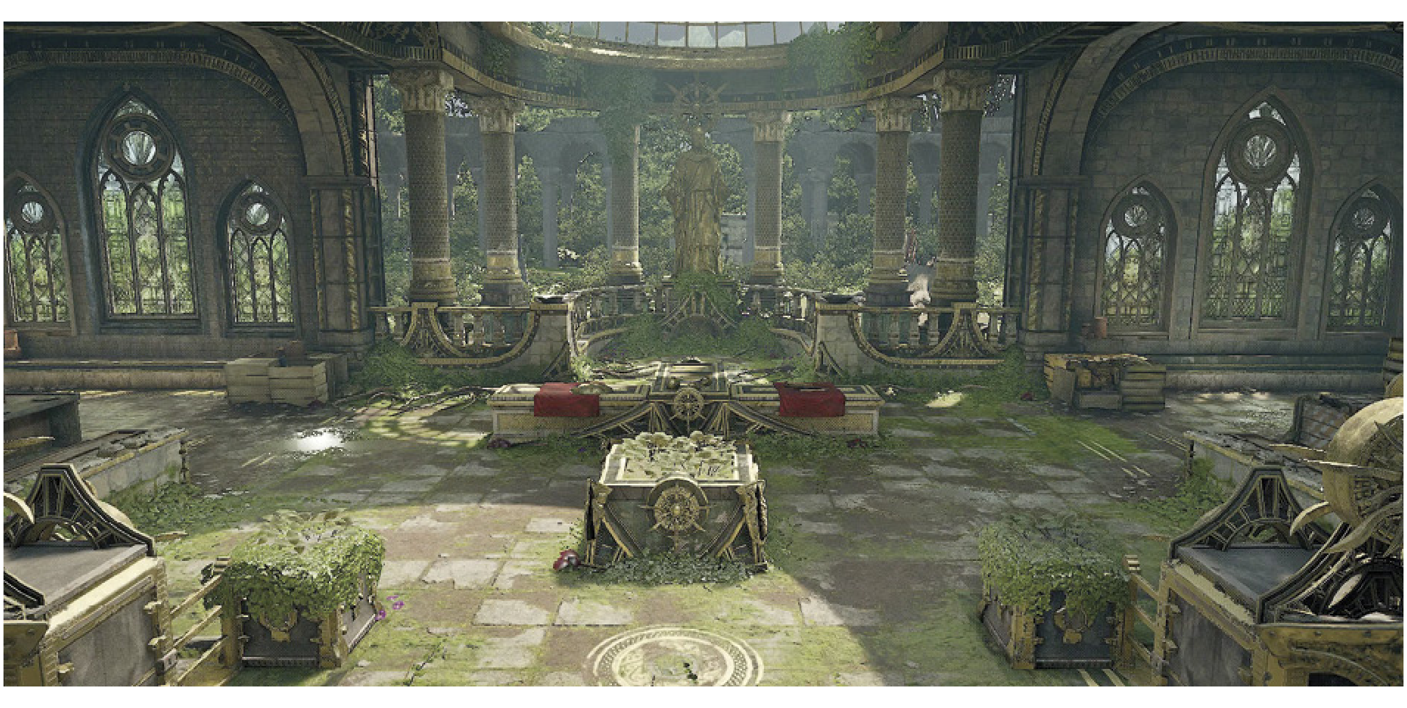
Large golden doors rest behind a small platform that is surrounded by low cover. This is a great spot to use heavy weapons as you can aim in almost any direction on the map and duck behind cover when needed.

EXCAVATION - SPAWN



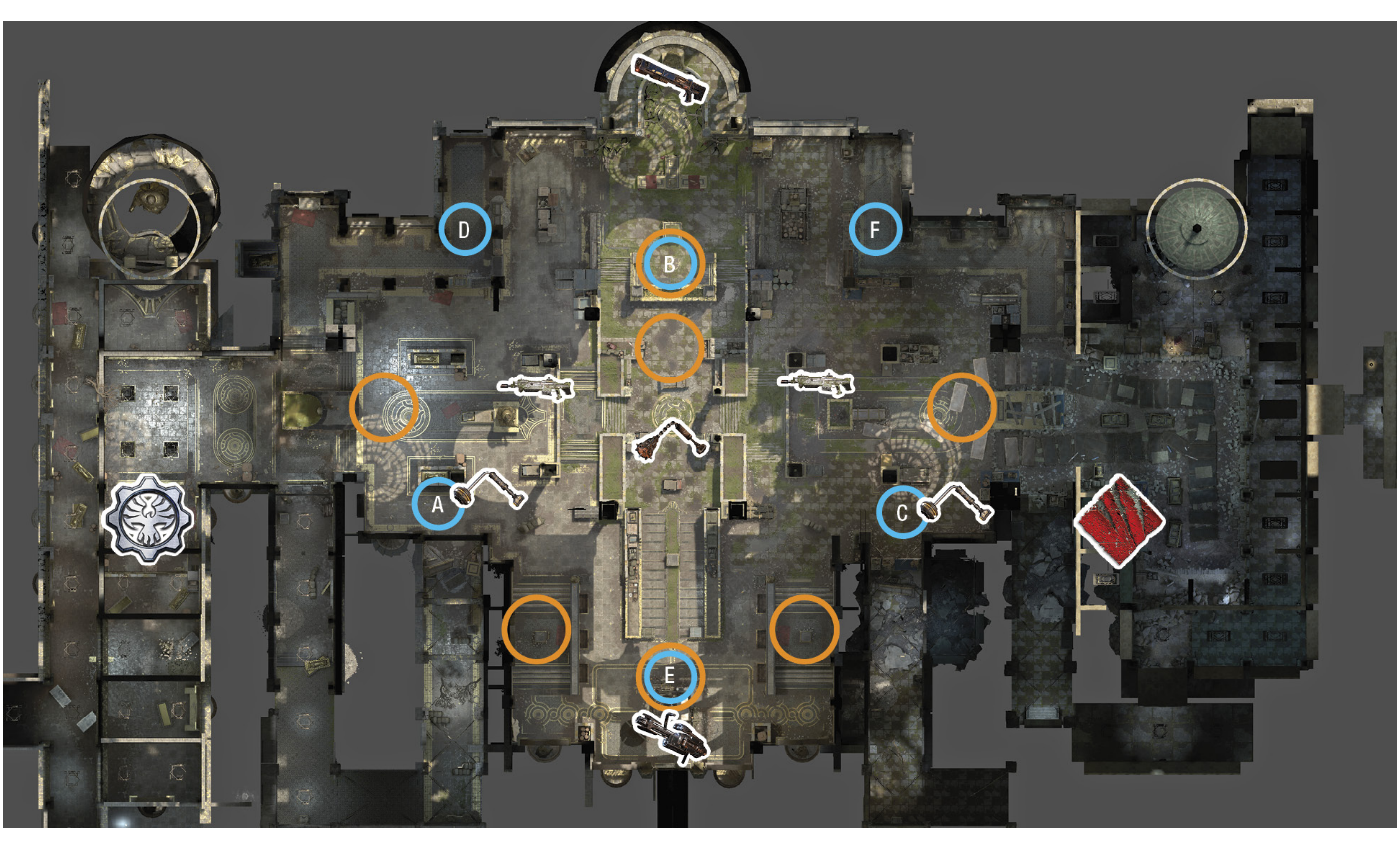
Much darker than the Crypt, this area features only artificial light. Head out of this area to find cover points and engage the enemy.

GARDEN

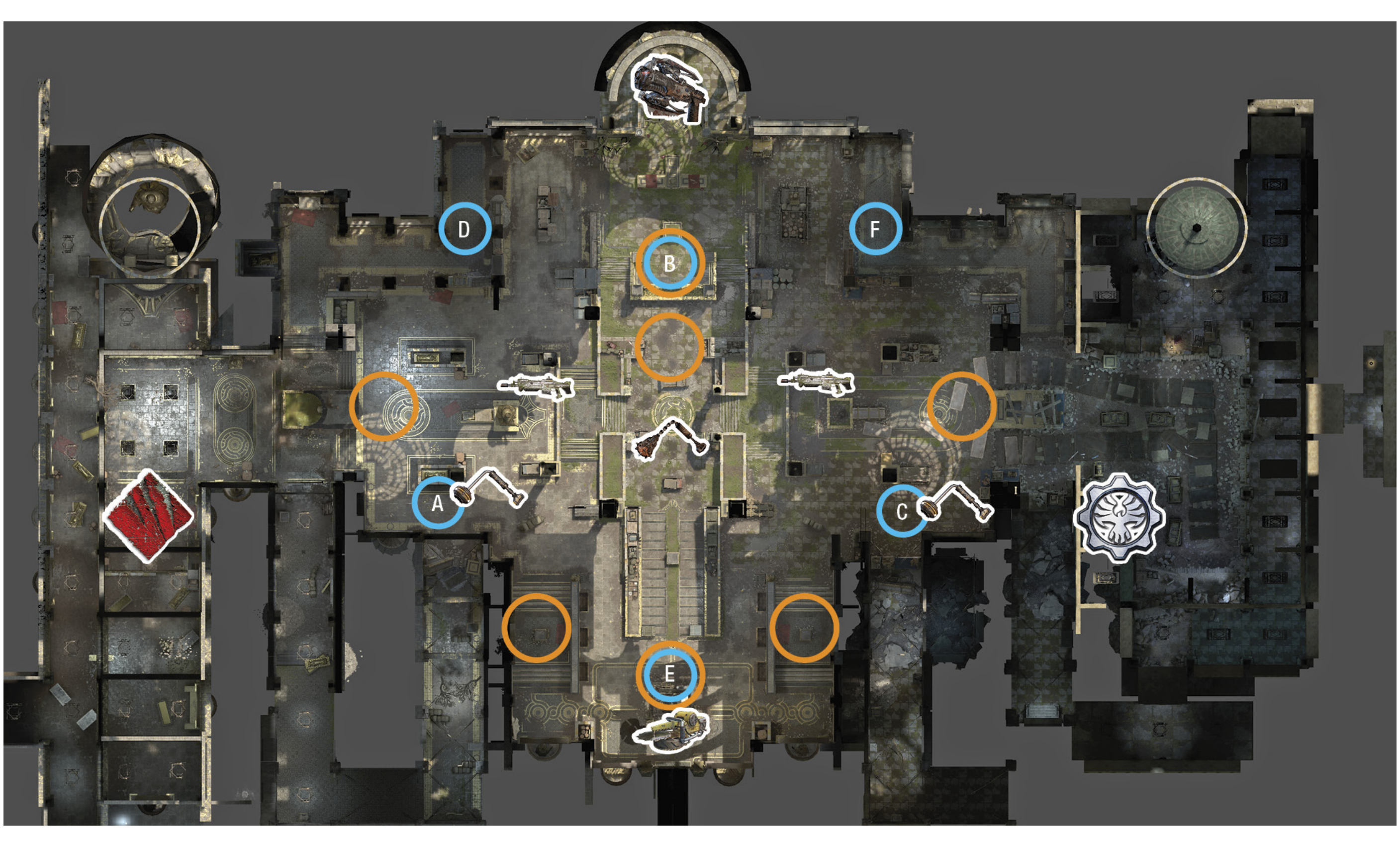


The Garden hosts a variety of different low cover points. Watch out for enemies that may be camping near the statue and weapon spawn. Vault over cover to catch enemies off guard and score an easy execution.

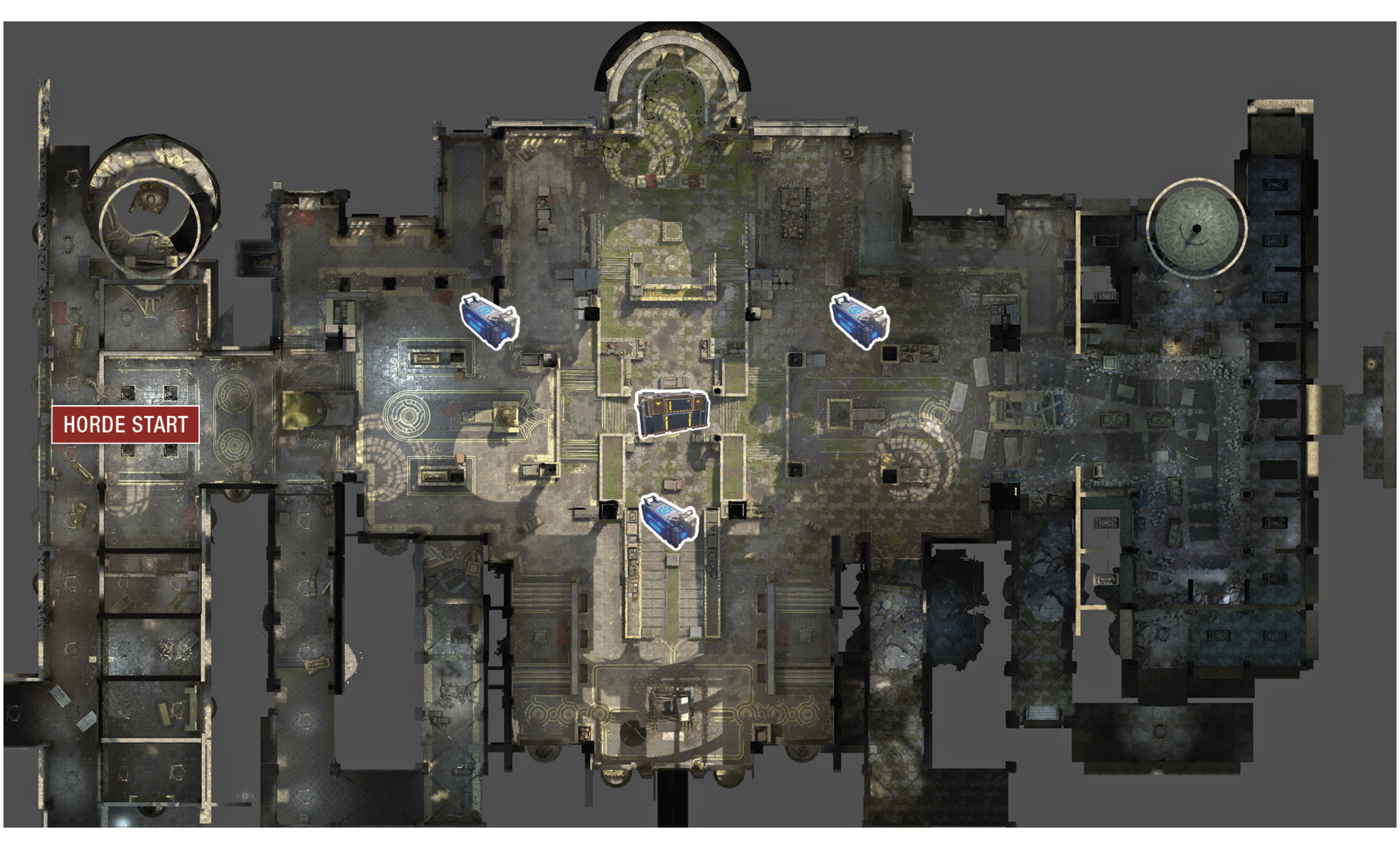
VERSUS CALLOUTS 1



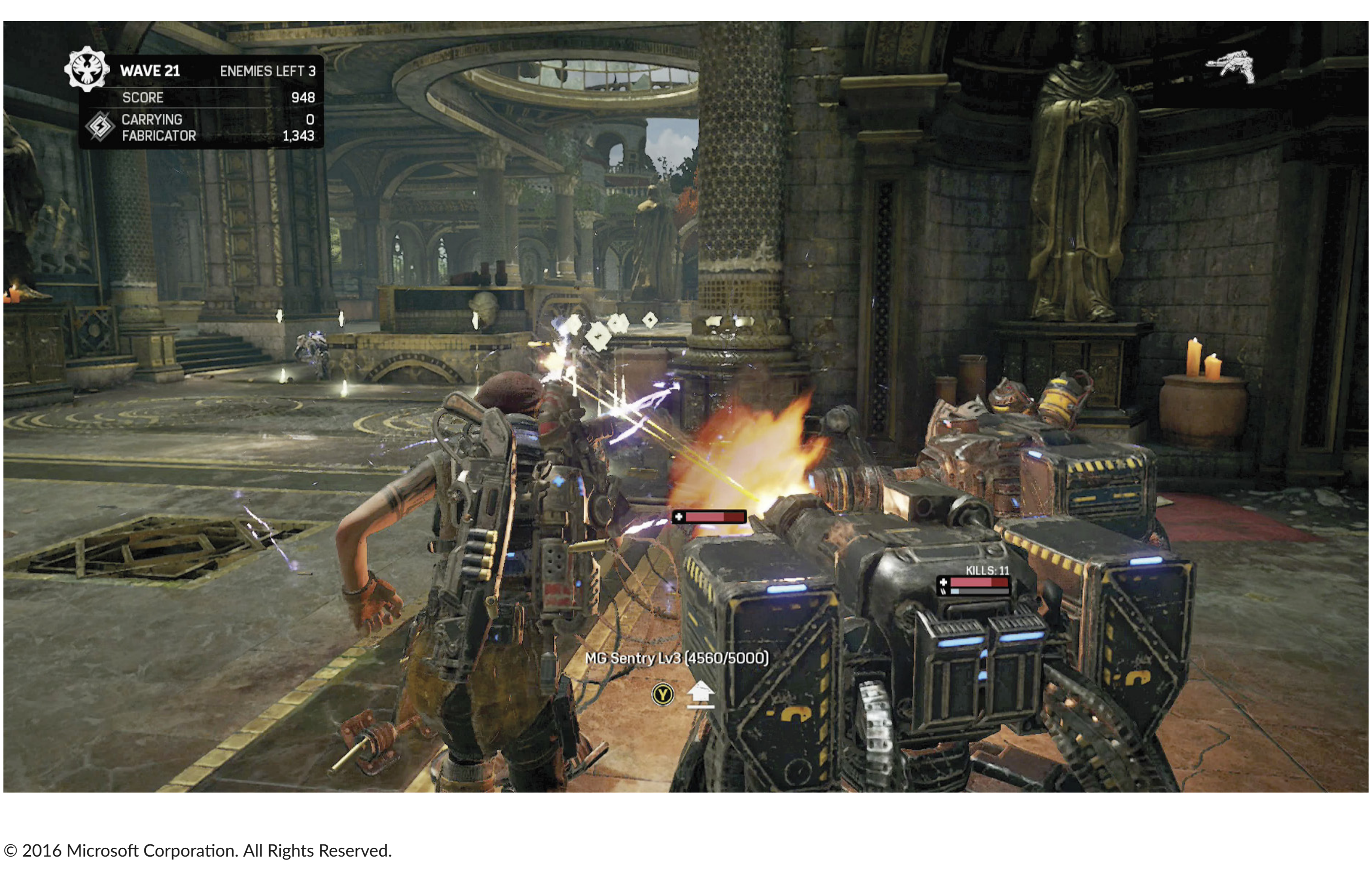
VERSUS CALLOUTS 2



HORDE CALLOUTS


HORDE START

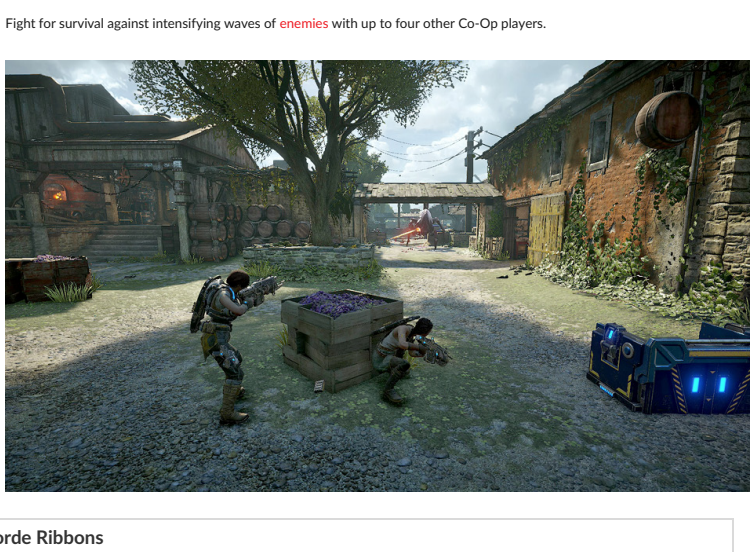
The spawn points here are set in a lower position than much of the rest of the map, so it can be tough to get long shots against incoming enemies. However, the location does benefit from a shortened entry point. If you want to set up on the area that is higher, place the Fabricator near the Entrance and defend one of the corners.


WAVE 21
ENEMIES LEFT 3
SCORE
948
CARRYING
0
FABRICATOR
1,343
KILLS: 11
MG Sentry Lv3 (4560/5000)
Y

Horde 3.0

Overview

Fight for survival against intensifying waves of enemies with up to four other Co-Op players.

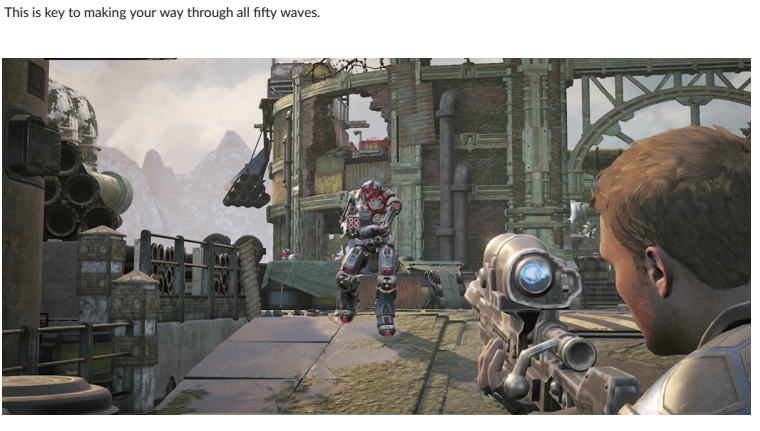


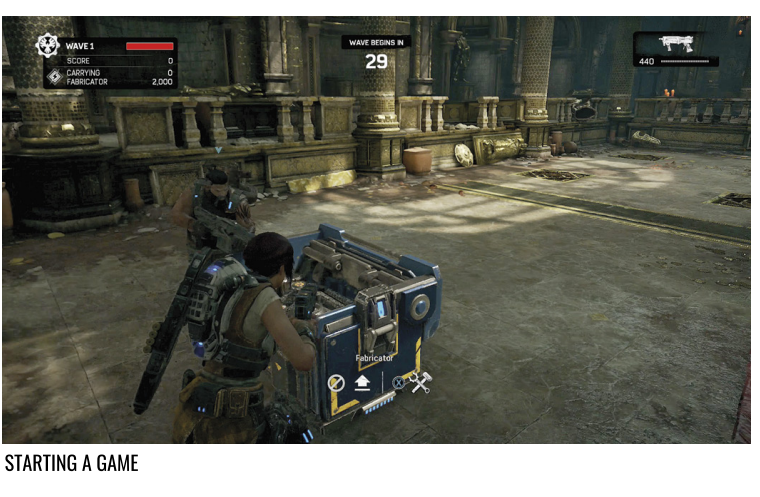
Horde Ribbons

RIBBON	XP	DESCRIPTION
3rd and Long	125	Kill an enemy by downing that enemy three times in a Versus or Horde match.
Big Exit	75	Kill an enemy while grenade tagged.
Boombardier	50	Kill multiple enemies with a single explosive shot in Versus or Horde.
Charge	100	Bayonet Charge three enemies in a row in Versus or Horde.
Clear!	100	Have the most revives in Versus or Horde.
Clusterluck	100	Kill multiple enemies with a single Frag Grenade in Versus or Horde.
Combat Engineer	150	Build, repair, or upgrade five fortifications during wave halftime.
Construction Worker	20	Upgrade the Fabricator.
Contender	75	Have the most melee hits in Versus or Horde.
Coup de Grâce	50	Get the final kill with an Execution in Versus or Horde.
Death from Beyond	25	Kill an enemy while you are dead in Versus or Horde.
Demolition Man	100	Kill multiple enemies with a single Dropshot shot in Versus or Horde.
Diversity	50	Win a Horde match with a team that has no duplicate classes.
Downer	75	Down five enemies who are then killed by another player.
Equal Opportunity	50	Kill one of each enemy type in a Horde wave.
Evasive	100	Take the least amount of damage in Versus or Horde.
Final Word	50	Get the final kill in Versus or Horde.
Financier	150	Deposit 5000 power into the Fabricator.
First!	125	Get the first kill in Versus or Horde.
Go on Without Me	25	Complete the wave as the only dead player.
Grenadier	100	Have the most grenade kills in Versus or Horde.
Guys? Hello?	25	Spend the most time down but not out in Versus or Horde.
Hail Mary	100	Kill an enemy who is at least 200 feet away with the Boomshot or RL-4 Salvo in Versus or Horde.
Hat Trick	150	Headshoot three enemies in a row in Versus or Horde.
Headhunter	100	Have the most headshots in Versus or Horde.
Helping Hand	75	Assist teammates 10 times in Versus or Horde.
High ROI	75	Kill five enemies with a weapon from the Fabricator.
I Gotcha	25	Revive all four of your teammates in a single wave.
I Know Kung-Fu	75	Counter a close-cover combat move.
Industrious	100	Use more than one DeeBee weapon to kill a single enemy.
Inside Out	150	Kill an enemy with a Dropshot headshot in a Versus match.
Last Hope	150	Complete a wave as the only player alive.
Last Man Out	100	Be the only surviving member of your team in Versus or Horde.
Like a Boss	150	Complete a Boss Wave while not dead or DBNO.
Long Hauler	150	Complete all 50 waves in a single session.
Lumberjack	100	Chainsaw three enemies in a row in Versus or Horde.
Medic	125	Revive five teammates in Versus or Horde.
Methodical	50	Execute five enemies.
Military Intelligence	150	Mark five enemies who are then killed by someone else within ten seconds in Versus or Horde.
More Guts Than Skill	75	Kill yourself at least three times in Versus or Horde.
MVP	100	Have the most points in Versus or Horde.
No Smoking	100	Kill an enemy with a Smoke Grenade in Versus or Horde.
No, Wait!	75	Kill an enemy who is reloading in Versus or Horde.
Not So Fast	100	Kill an enemy who is executing a teammate in Versus or Horde.
Phat Loot	100	Complete a bonus objective.
Pistoleer	75	Have the most pistol kills in Versus or Horde.
Point Man	125	Pick up the most power in a wave.
Quick Clips	75	Have the most Perfect Active Reloads in Versus or Horde.
Repair Man	50	Spend 1500 power repairing fortifications.
Rope-a-Dope	25	Kill three enemies who are distracted by a decoy.
Rough Day	150	Die the most in Versus or Horde.
Sawdust	100	Kill five enemies with a Buzzkill in a Versus or Horde match.
So Close	100	Die within one second of either dying or self-reviving in Versus or Horde.
Special Delivery	25	Kill an enemy with a bag-'n'-tag in Versus or Horde.
Spray and Pray	50	Have the most blind-fire kills in Versus or Horde.
Stab 'Em	75	Kill an enemy with a knife Execution after a close-cover combat move.
Supervisor	100	Complete a wave with no kills.
Team Player	50	Have the most assists in Versus or Horde.
The Double	100	Kill two enemies within four seconds of each other.
The Quad	150	Kill four enemies within four seconds of each other.
The Quinn	175	Kill five enemies within four seconds of each other.
The Specialists	100	Win a Horde match with a team that's all the same class.
The Super	25	Headshot a rolling enemy in Versus or Horde.
The Triple	125	Kill three enemies within four seconds of each other.
Tough Guy	50	Die the least in Versus or Horde.
Trick Shot	75	Get a Torque Bow headshot that is also a double kill in Versus or Horde.
Well Protected	75	Be the most revived member on your team in Versus or Horde.

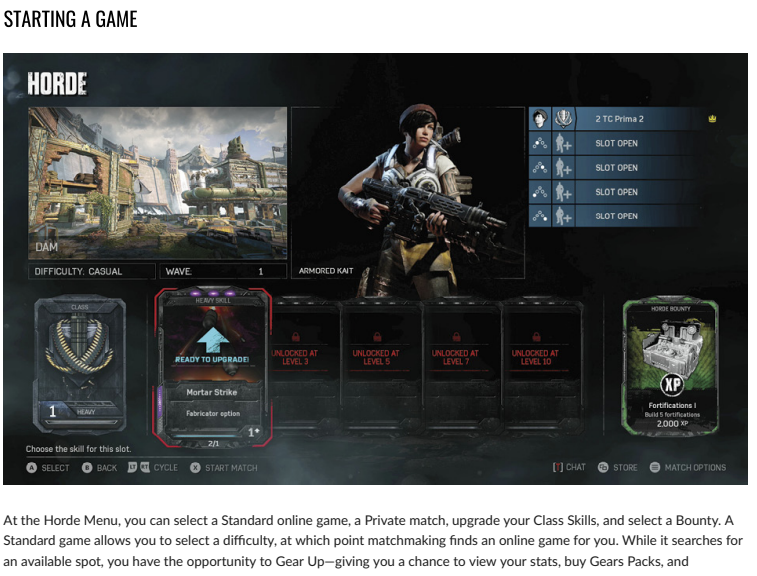
Horde mode returns in *Gears of War 4*, allowing you to join up to four other players as you fight through 50 waves of increasingly difficult enemies. The selection of foes starts out with weak DeeBees, but as you progress, stronger DeeBees and Swarm spawn into the battle. Build fortifications and purchase new weapons to increase your odds against the adversaries.

The first step is to find the Fabricator and scout the map out. Move the Fabricator to a defensible location and protect the area from the onslaught of enemies. Gain power from defeated foes and use it to build fortifications and weapons at the Fabricator. This is key to making your way through all fifty waves.





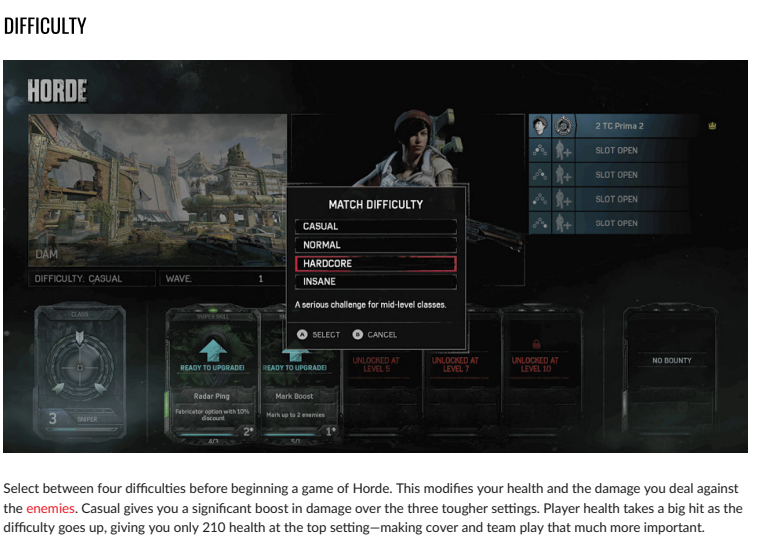
STARTING A GAME



At the Horde Menu, you can select a Standard online game, a Private match, upgrade your Class Skills, and select a Bounty. A Standard game allows you to select a difficulty, at which point matchmaking finds an online game for you. While it searches for an available spot, you have the opportunity to Gear Up—giving you a chance to view your stats, buy Gears Packs, and customize your Horde character, class, and Bounty.

Select Private to host a Horde match. Once inside the lobby, you select the map, difficulty, and starting wave. Invite up to four friends to join the game. Each player can use this opportunity to customize the character, class, and Bounty.

DIFFICULTY



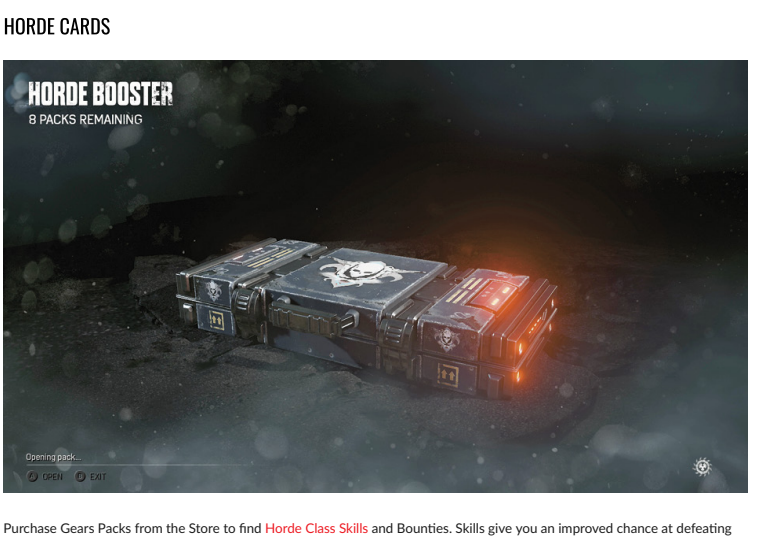
Select between four difficulties before beginning a game of Horde. This modifies your health and the damage you deal against the enemies. Casual gives you a significant boost in damage over the three tougher settings. Player health takes a big hit as the difficulty goes up, giving you only 210 health at the top setting—making cover and team play that much more important.

It is necessary to level up your classes to complete the tougher difficulties. The game is extremely tough if you do not have a full team, so try matchmaking if you do not have enough friends to fill a squad.

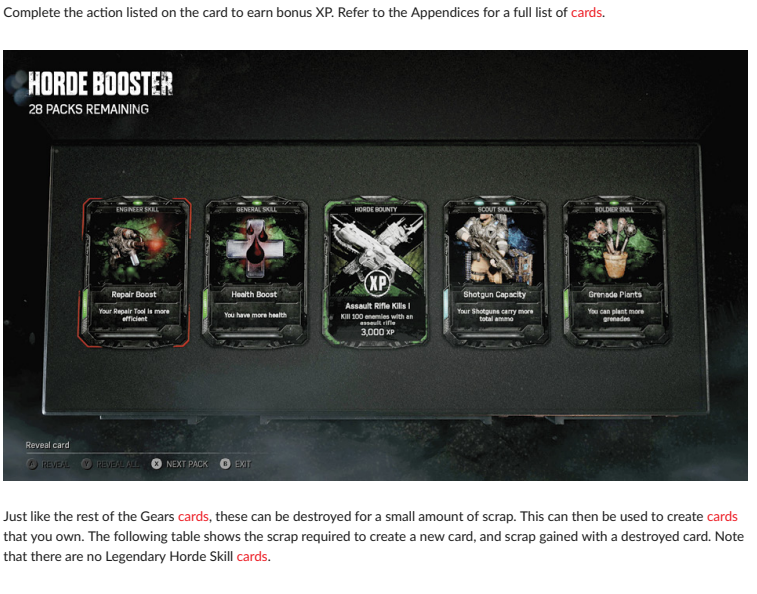
Difficulty Modifiers

DIFFICULTY	DESCRIPTION	PLAYER HEALTH	PLAYER DAMAGE	SCORE BONUS
Casual	Start your Horde career here.	275%	250%	1x
Normal	Standard difficulty for beginning classes.	150%	170%	2x
Hardcore	A serious challenge for mid-level classes.	70%	130%	3x
Insane	The true endurance test for high-level classes.	35%	100%	5x

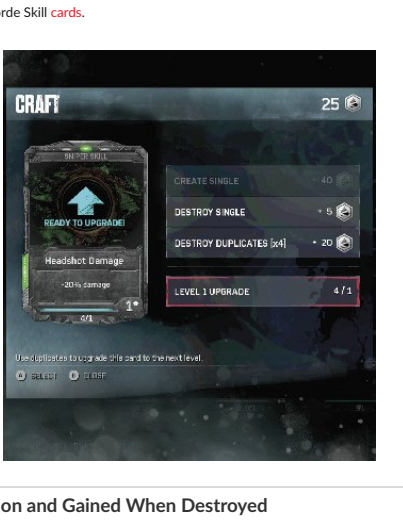
HORDE CARDS



Purchase Gears Packs from the Store to find Horde Class Skills and Bounties. Skills give you an improved chance at defeating the Swarm with stat bonuses and special skills. Consumable Bounty cards allow you to set a challenge on your Horde game. Complete the action listed on the card to earn bonus XP. Refer to the Appendices for a full list of cards.



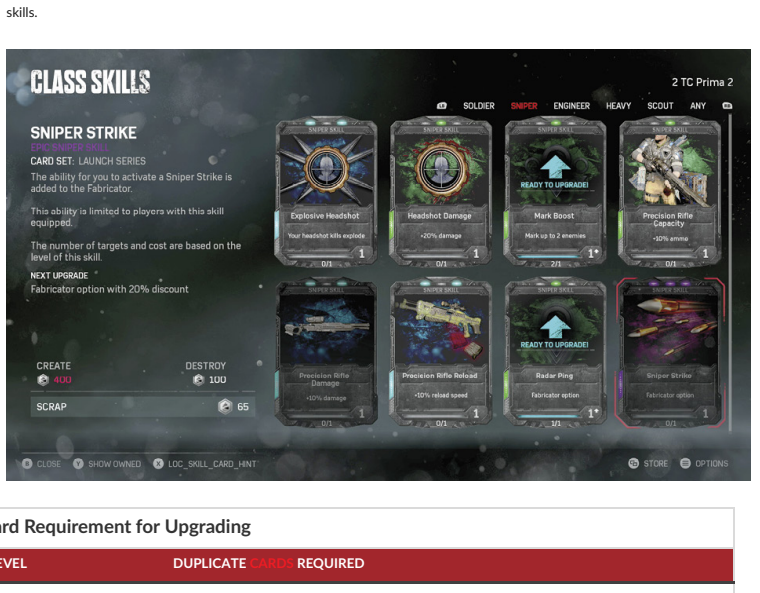
Just like the rest of the Gears cards, these can be destroyed for a small amount of scrap. This can then be used to create cards that you own. The following table shows the scrap required to create a new card, and scrap gained with a destroyed card. Note that there are no Legendary Horde Skill cards.



Scrap Required for Creation and Gained When Destroyed

RARITY	BURN	CRAFT
Common	5	40
Rare	20	100
Epic	150	600
Legendary	600	2400

Find duplicates of a Class Skill card to upgrade its level and improve the effect. The following table displays the number of duplicates required to increase the skill to Levels 2 through 5. As you can see, this requires a whole lot of Gears Packs, with 20 versions of the same card needed to max out a skill's potential. As more skill slots are gained, you will want more maxed skills. Remember that unwanted cards can be destroyed for scrap, and owned cards can be created. Be careful to only scrap Class Skill cards that are positively unwanted. Refer to the Classes section later in this chapter for detailed information on all skills.



Card Requirement for Upgrading

LEVEL	DUPLICATE CARDS REQUIRED
2	1
3	3
4	5
5	10

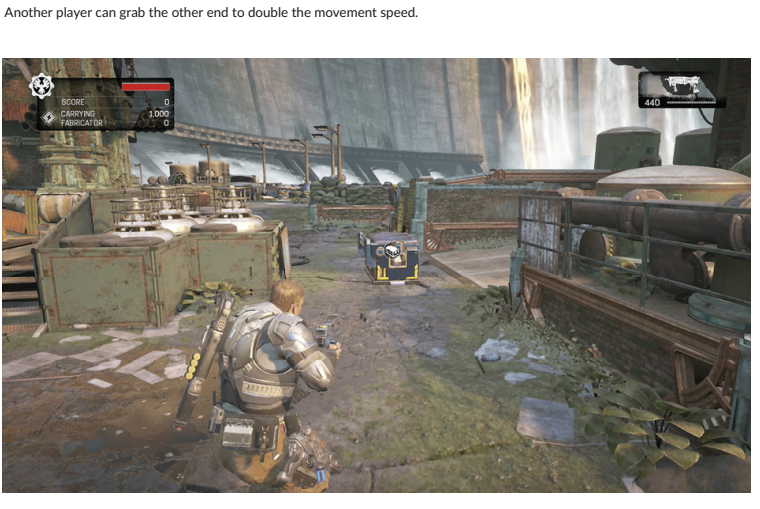
BOUNTIES

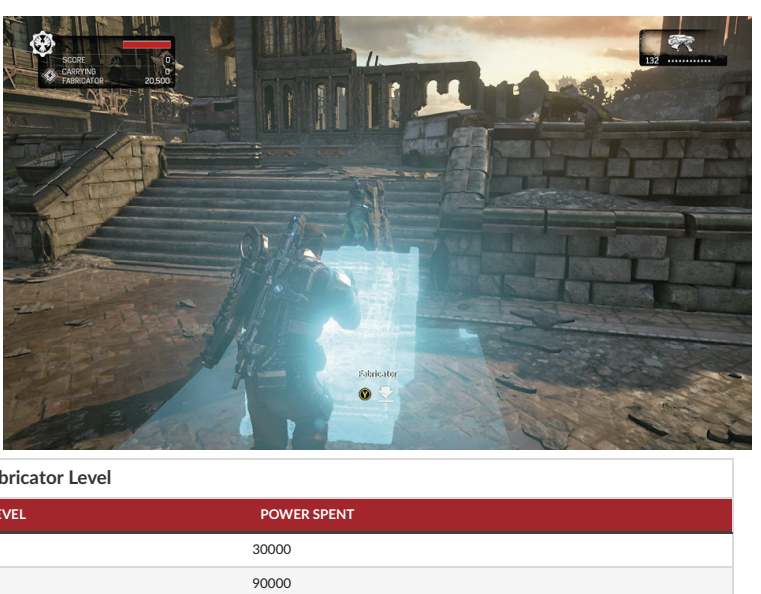
Collect Horde Bounty cards from Gears Packs. These cards allow you to earn bonus XP for completing tasks. The following table lists all of the Horde Bounties available. Select the Bounty you wish to work on from the lobby. Note that you must own the card to attempt the Bounty, and it must be completed in one match. Once completed, though, it is removed from your deck.

BOUNTY	DESCRIPTION	XP / CR	RARITY	CARD SET
Assault Rifle Kills I	Kill 100 or more enemies with an assault rifle (Lancer, Retro Lancer, Hammerburst, Enforcer) during a Horde match on any difficulty.	3000 XP	Common	Launch Series
Engineer Challenge I	Beat the first 20 waves of a Horde match while playing as the Engineer class on any difficulty.	10,000 XP	Common	Launch Series
Heavy Challenge I	Beat the first 20 waves of a Horde match while playing as the Heavy class on any difficulty.	10,000 XP	Common	Launch Series
Scout Challenge I	Beat the first 20 waves of a Horde match while playing as the Scout class on any difficulty.	10,000 XP	Common	Launch Series
Sniper Challenge I	Beat the first 20 waves of a Horde match while playing as the Sniper class on any difficulty.	10,000 XP	Common	Launch Series
Soldier Challenge I	Beat the first 20 waves of a Horde match while playing as the Soldier class on any difficulty.	10,000 XP	Common	Launch Series
Explosive Kills I	Kill 100 or more enemies with an explosive launcher (Boomshot, Dropshot, Torque Bow, RL-4 Salvo) or Frag Grenade during a Horde match on any difficulty.	5000 XP	Common	Launch Series
Fortifications I	Build five or more fortifications during a Horde match on any difficulty.	2000 XP	Common	Launch Series
Fortifications II	Build 50 or more fortifications during a Horde match on any difficulty.	20,000 XP	Common	Launch Series
Hardcore Challenge I	Beat the first 20 waves of a Horde match on Hardcore difficulty.	20,000 XP	Common	Launch Series
Headshot Kills I	Kill 100 or more enemies with headshots during a Horde match on any difficulty.	5000 XP	Common	Launch Series
Horde Challenge I	Beat the first 10 waves of a Horde match on any difficulty.	1000 XP	Common	Promo
Horde Challenge II	Beat the first 20 waves of a Horde match on any difficulty.	10,000 XP	Common	Launch Series
Insane Challenge I	Beat the first 10 waves of a Horde match on Insane difficulty.	10,000 XP	Common	Launch Series
Insane Challenge II	Beat the first 20 waves of a Horde match on Insane difficulty.	20,000 XP	Common	Launch Series
Kills I	Kill 50 or more enemies during a Horde match on any difficulty.	2000 XP	Common	Launch Series
Kills II	Kill 500 or more enemies during a Horde match on any difficulty.	20,000 XP	Common	Launch Series
Normal Challenge I	Beat the first 20 waves of a Horde match on Normal difficulty.	10,000 XP	Common	Launch Series
Normal Survival I	Beat all 50 waves of a Horde match on Normal difficulty.	1000 CR	Rare	Launch Series
Rare Engineer Survival I	Beat all 50 waves of a Horde match while playing as the Engineer class on any difficulty.	750 CR	Rare	Launch Series
Rare Hardcore Survival I	Beat all 50 waves of a Horde match on Hardcore difficulty.	1100 CR	Rare	Launch Series
Rare Heavy Survival I	Beat all 50 waves of a Horde match while playing as the Heavy class on any difficulty.	750 CR	Rare	Launch Series
Rare Horde Survival I	Beat all 50 waves of a Horde match on any difficulty.	750 CR	Rare	Launch Series
Rare Insane Survival I	Beat all 50 waves of a Horde match on Insane difficulty.	1200 CR	Rare	Launch Series
Rare Scout Survival I	Beat all 50 waves of a Horde match while playing as the Scout class on any difficulty.	750 CR	Rare	Launch Series
Rare Sniper Survival I	Beat all 50 waves of a Horde match while playing as the Sniper class on any difficulty.	750 CR	Rare	Launch Series
Rare Soldier Survival I	Beat all 50 waves of a Horde match while playing as the Soldier class on any difficulty.	750 CR	Rare	Launch Series

FABRICATOR

When you start a game of Horde, a Fabricator is found in the center of the map. Use TAC/COM to quickly find it. This device gives the team access to fortifications and weapons. To begin, approach one side and secure it by pressing . This picks up one side of the Fabricator. Move around to push and pull it around. Once you have found a good spot for it, press again to drop it. Another player can grab the other end to double the movement speed.

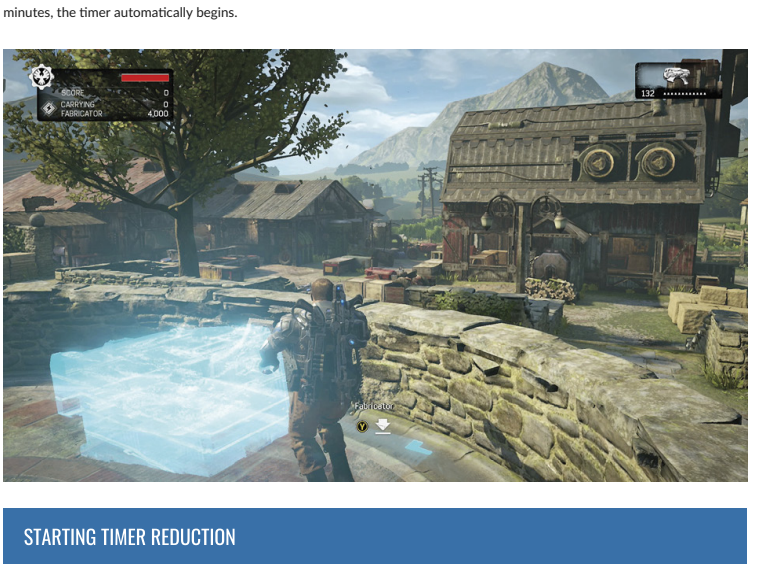




Fabricator Level

LEVEL	POWER SPENT
2	30000
3	90000
4	120000

The Fabricator highlights in red to notify you that it cannot be placed at the current location; blue signifies an acceptable spot. Once it has been deployed, a 30-second timer counts down to the first enemy spawn. If it has not been placed after five minutes, the timer automatically begins.



STARTING TIMER REDUCTION

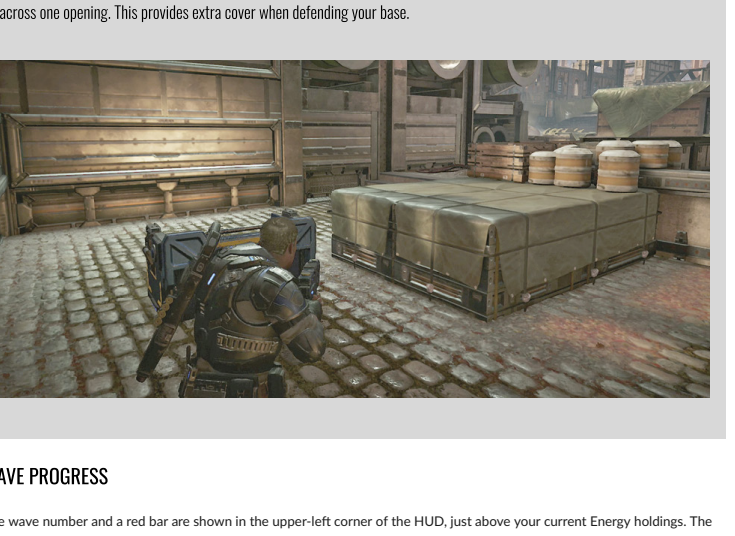
Note that the time until an automatic start may be reduced to two minutes, sometime after the game launches.

KEEP ENEMIES AT A DISTANCE

The Fabricator suppresses enemy spawns, allowing for added strategies when planning for your defense location. Once a defensible position has been found, keep in mind that enemies will not appear within a set radius around the Fabricator. Don't waste this space by tucking it too deep into a corner. Enemies also join the game away from players, so use this to limit possible spawn points.

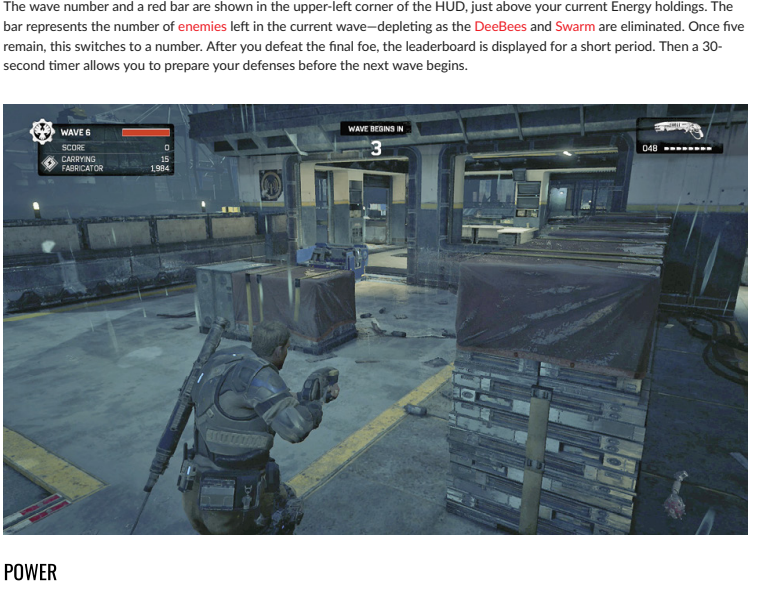
CREATE EXTRA COVER

The Fabricator can be used as cover and is indestructible. Find a spot with limited access points and place the Fabricator across one opening. This provides extra cover when defending your base.



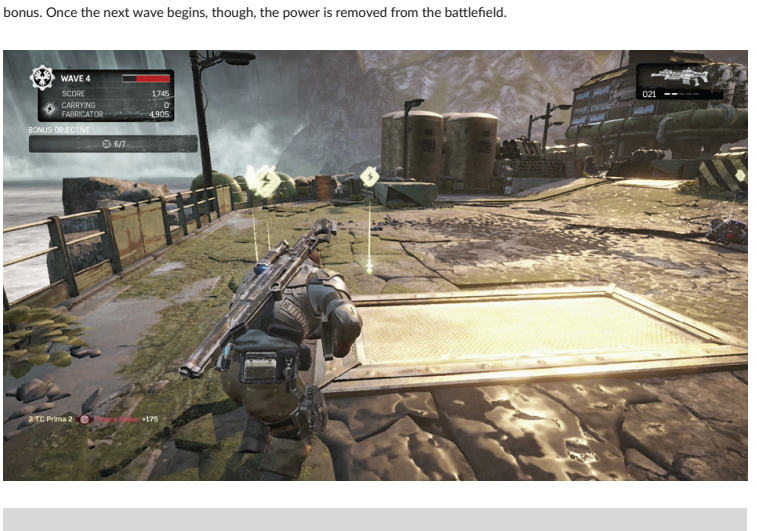
WAVE PROGRESS

The wave number and a red bar are shown in the upper-left corner of the HUD, just above your current Energy holdings. The bar represents the number of enemies left in the current wave—depleting as the DeeBees and Swarm are eliminated. Once five remain, this switches to a number. After you defeat the final foe, the leaderboard is displayed for a short period. Then a 30-second timer allows you to prepare your defenses before the next wave begins.



POWER

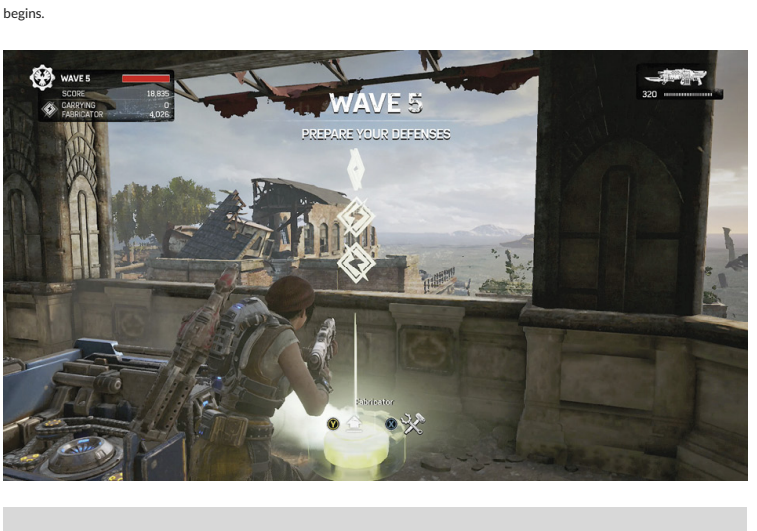
Defeating enemies earns power, which in turn is used to build/repair fortifications and purchase weapons from the Fabricator. There is a small, instant gain of power with each defeated foe, but a bigger pile of power is left behind at the point they are taken out. If you fail to grab it before the final enemy is defeated, you can pick it up during the 30-second break without the bonus. Once the next wave begins, though, the power is removed from the battlefield.



KEEP AN ENEMY ALIVE

Since you must venture out onto the battlefield to collect the power left behind from defeated foes, it is best to take them out closer to your location. If sniping enemies from afar, let your Scout know where to collect the loot. The best tactic is to keep the final enemy alive while the crew collects the power. Leave a weaker foe behind, such as a Peace Maker or Swarm Drone, so that it doesn't harass you too much.

Power is required to purchase anything from the Fabricator. Each player begins the game with 1000 power, which is automatically deposited to the Fabricator once it is touched. Note that joining a game in progress does not grant you the starting 1000 power. If you are killed, your power is left behind in a big pile, so be sure to collect it before the next round begins.

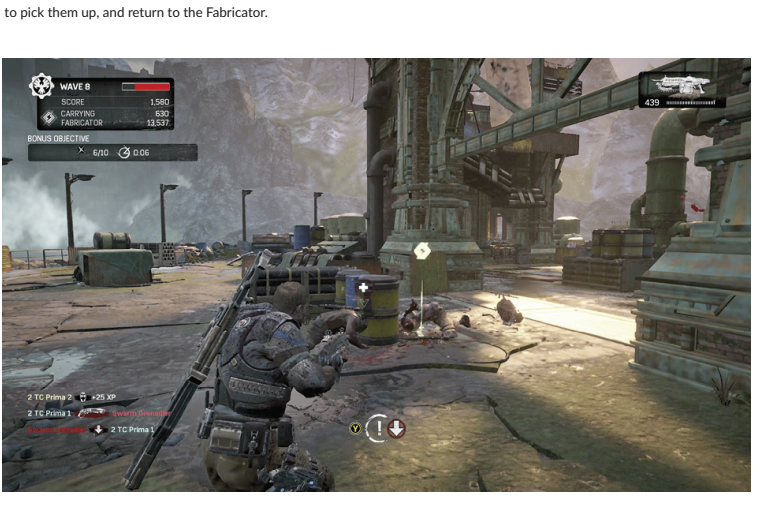


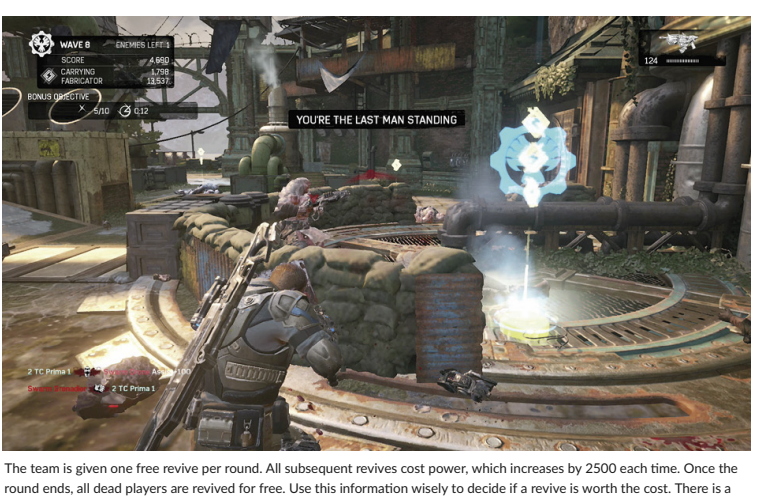
AUTO DEPOSIT

Auto Deposit can be disabled when accessing the Fabricator. Press when using the device to toggle this feature on or off. For the most part, it is a good idea to keep this feature on. There may be times, though, when you want to save up for an item, and carrying the power yourself keeps others from spending your savings. This is a risk. Get taken out on the battlefield, and someone else may collect your bounty. Good communication and team play can make this tactic unnecessary.

DOWNED AND DEATH

If you are downed, your teammates can pick you up within a time limit, unless of course an enemy finishes you off. An exclamation icon appears at the bottom of your HUD to signify that a teammate needs help. Press to be pointed in the right direction. When you die, your COG Tags are left behind, at which point you can be revived. Approach the tags, hold the button to pick them up, and return to the Fabricator.





The team is given one free revive per round. All subsequent revives cost power, which increases by 2500 each time. Once the round ends, all dead players are revived for free. Use this information wisely to decide if a revive is worth the cost. There is a Rare General Skill, Team Revive, that allows you to revive all teammates from the Fabricator—for a cost.

Revival Cost per Round

DEATH	COST (POWER)
1	0
2	2500
3	5000
4	7500
5	10000
6	12500
7	15000
8	17500
9	20000
10	22,500*

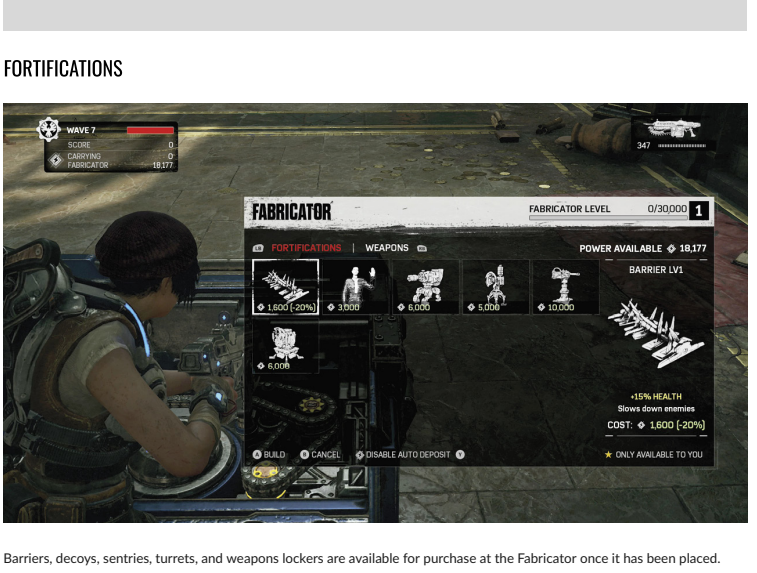
*Continues to increase by 2500 with each death.

Do not pick up someone's COG Tags unless you intend to revive the player, or you will not be able to deposit your power. Players revive with full ammo, so dying can sometimes be a good thing.

DYING ISN'T ALL BAD

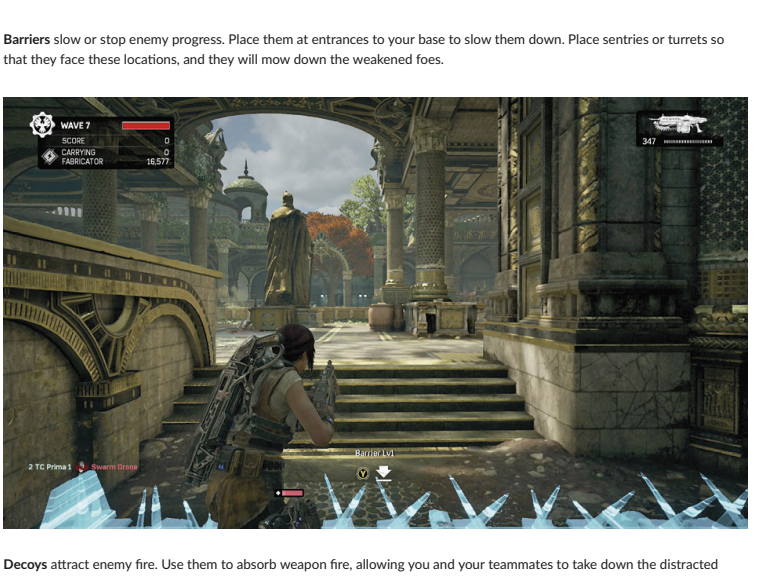
Allow one player to collect all the power and then die before the last enemy is taken out. Use a Scout, equipped with the Deposit Bonus skill, to collect the player's loot for a big bonus. You can repeat this process if the bonus is worth more than the cost of a revive. Two Scouts can increase the earnings if one collects the power left by the enemies and the other collects the first Scout's power.

FORTIFICATIONS

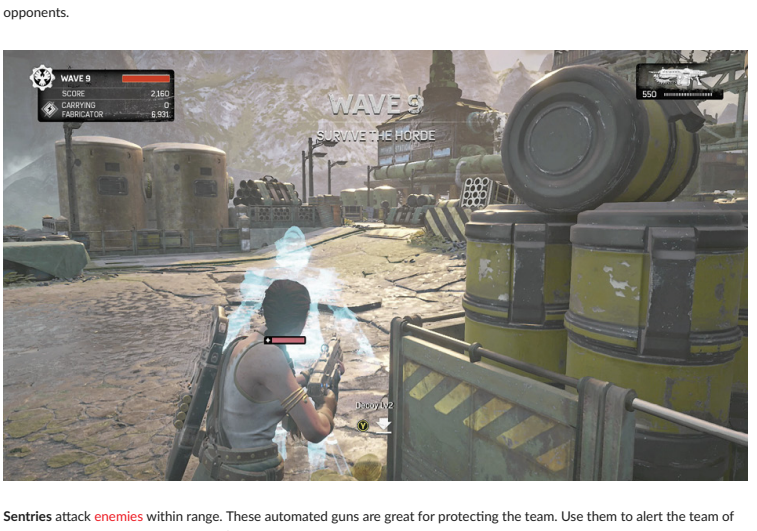


Barriers, decoys, sentries, turrets, and weapons lockers are available for purchase at the Fabricator once it has been placed. Deploy these anywhere on the map to assist in your battle against the enemies.

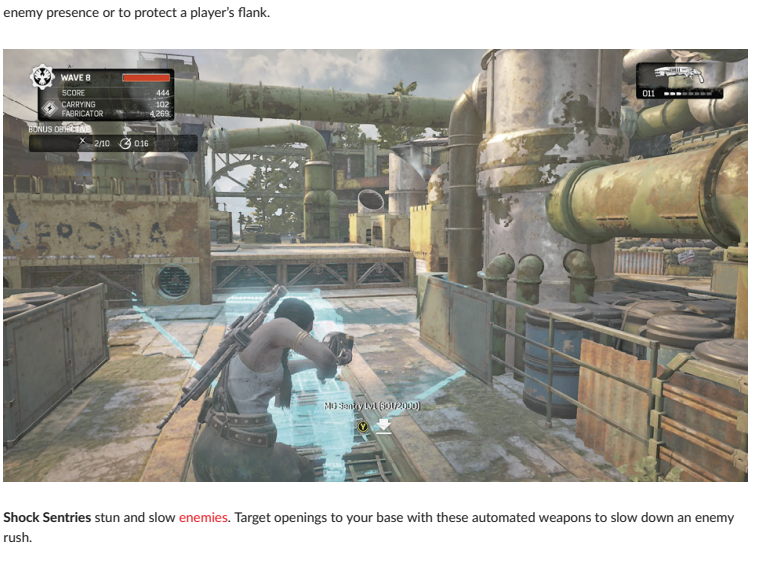
Barriers slow or stop enemy progress. Place them at entrances to your base to slow them down. Place sentries or turrets so that they face these locations, and they will mow down the weakened foes.



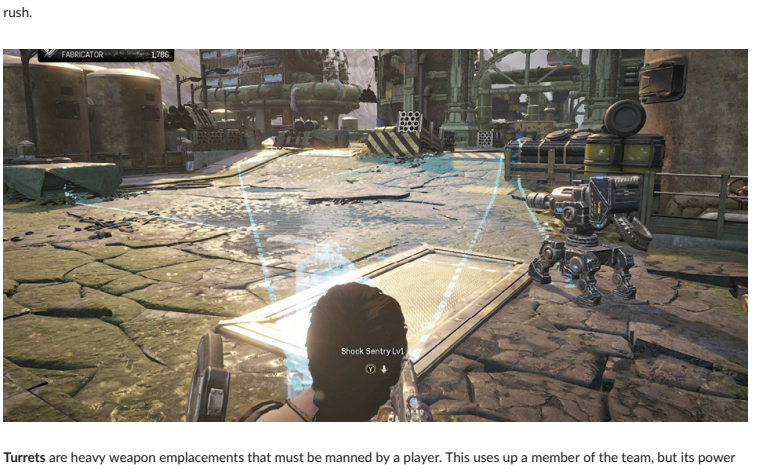
Decoys attract enemy fire. Use them to absorb weapon fire, allowing you and your teammates to take down the distracted opponents.



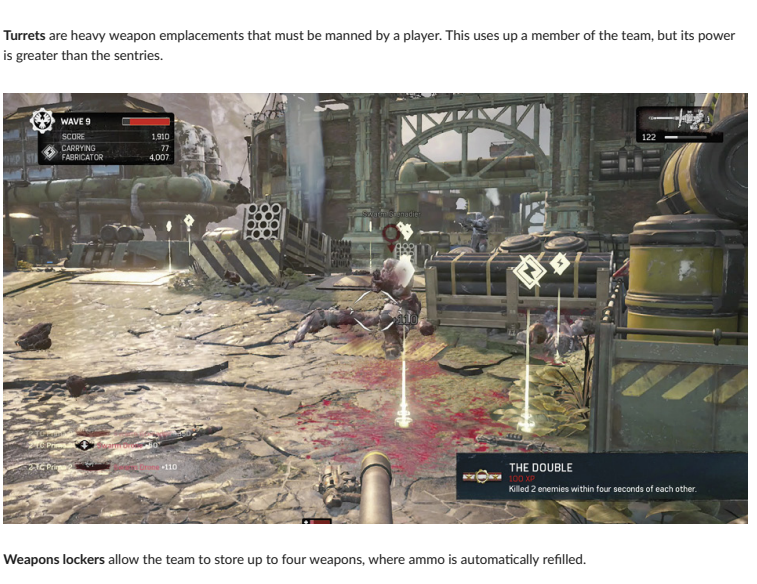
Sentries attack enemies within range. These automated guns are great for protecting the team. Use them to alert the team of enemy presence or to protect a player's flank.



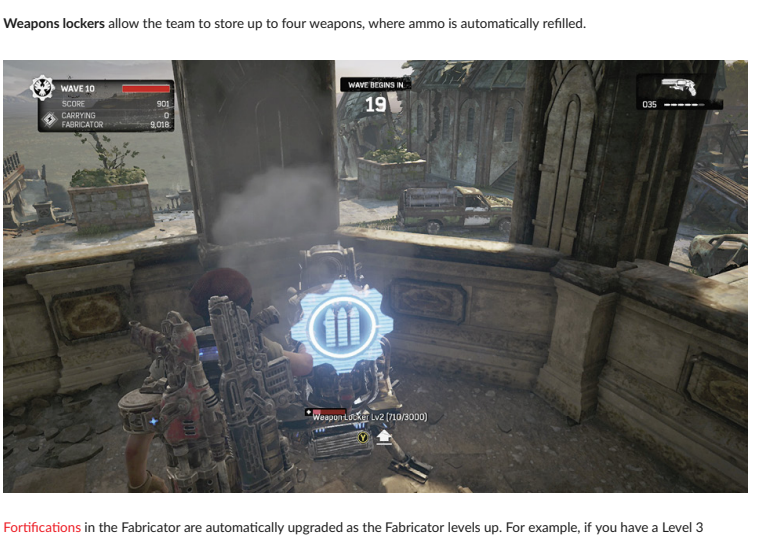
Shock Sentries stun and slow enemies. Target openings to your base with these automated weapons to slow down an enemy rush.



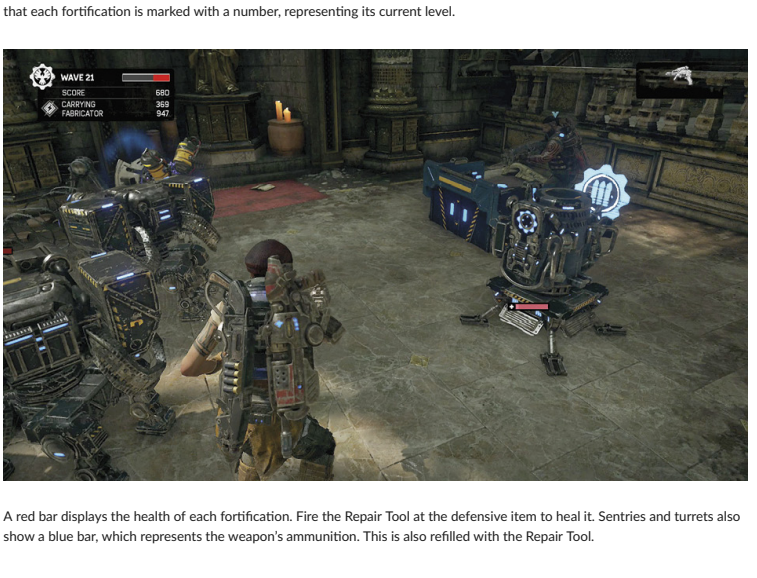
Turrets are heavy weapon emplacements that must be manned by a player. This uses up a member of the team, but its power is greater than the sentries.



Weapons lockers allow the team to store up to four weapons, where ammo is automatically refilled.



Fortifications in the Fabricator are automatically upgraded as the Fabricator levels up. For example, if you have a Level 3 Fabricator, Level 3 fortifications are built. The cost of upgrading a fortification in the field is equal to the difference between the new and old levels. Therefore, upgrading a placed item from Level 1 to 4 costs the same as purchasing a Level 4 item. Note that each fortification is marked with a number, representing its current level.



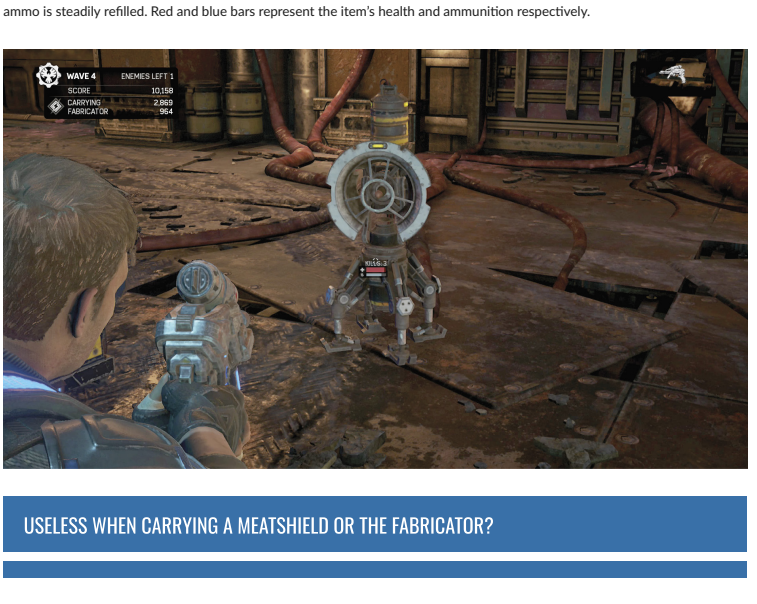
A red bar displays the health of each fortification. Fire the Repair Tool at the defensive item to heal it. Sentries and turrets also show a blue bar, which represents the weapon's ammunition. This is also refilled with the Repair Tool.

A destroyed fortification drops power equal to 25% of the build cost. Therefore, there may be an occasion where it is best to allow a defensive item to be destroyed instead of attempting to repair it.

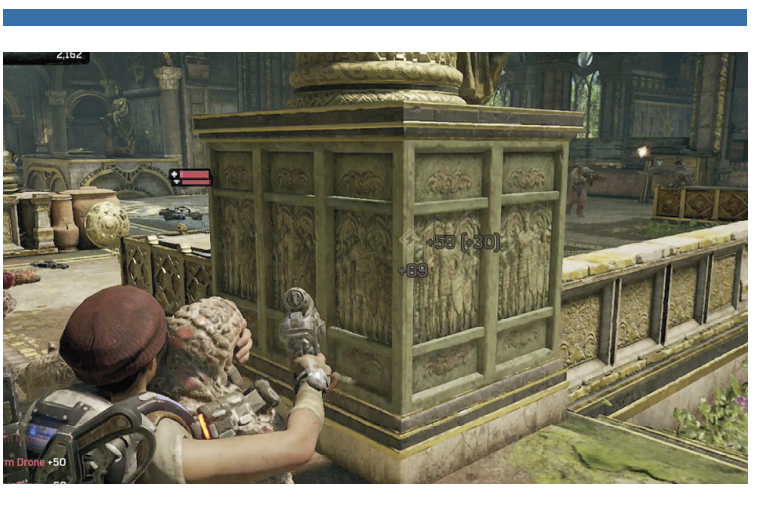
REPAIR TOOL

A Repair Tool is required to repair fortifications and refill the ammunition for sentries and turrets. Only the Engineer class begins with the Repair Tool, but anyone can purchase one from the Fabricator for 5000 power.

Simply aim toward a fortification and fire to repair. This costs power and earns XP, so be careful that you do not eat through your power reserves. Power used does not contribute to leveling up the Fabricator. When you repair a sentry or turret, the ammo is steadily refilled. Red and blue bars represent the item's health and ammunition respectively.



USELESS WHEN CARRYING A MEATSHIELD OR THE FABRICATOR?



NOTE

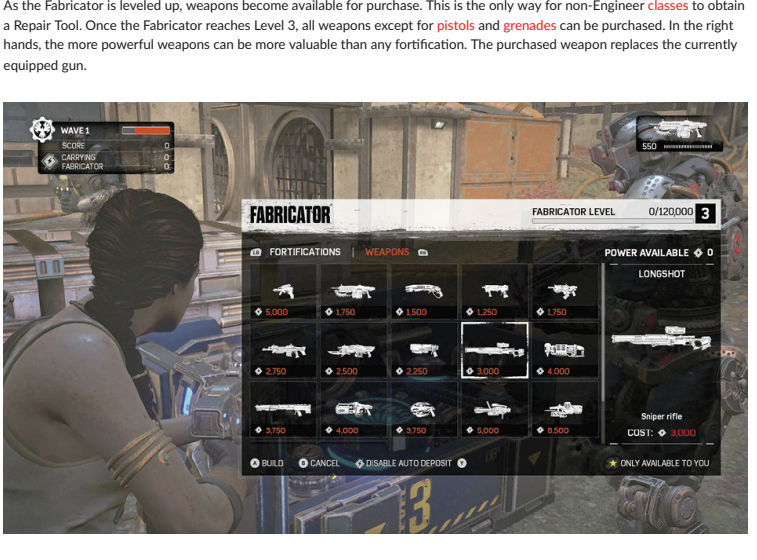
The Repair Tool is equipped in the pistol slot, so you lose one of your weapon choices. When holding a meatshield or the Fabricator, you can actually use the Repair Tool as a weapon. However, it has a very short range so it isn't recommended.

FABRICATOR OPTION

If you have a Fabricator Option equipped, it becomes a choice when accessing the Fabricator. Found to the left of the fortifications, it is only available to the player who has the skill equipped. Select this option to purchase the skill, and it is automatically used. More information about these abilities is given in the Classes section later in this chapter.

PURCHASE WEAPONS

As the Fabricator is leveled up, weapons become available for purchase. This is the only way for non-Engineer classes to obtain a Repair Tool. Once the Fabricator reaches Level 3, all weapons except for pistols and grenades can be purchased. In the right hands, the more powerful weapons can be more valuable than any fortification. The purchased weapon replaces the currently equipped gun.



FREE WEAPONS

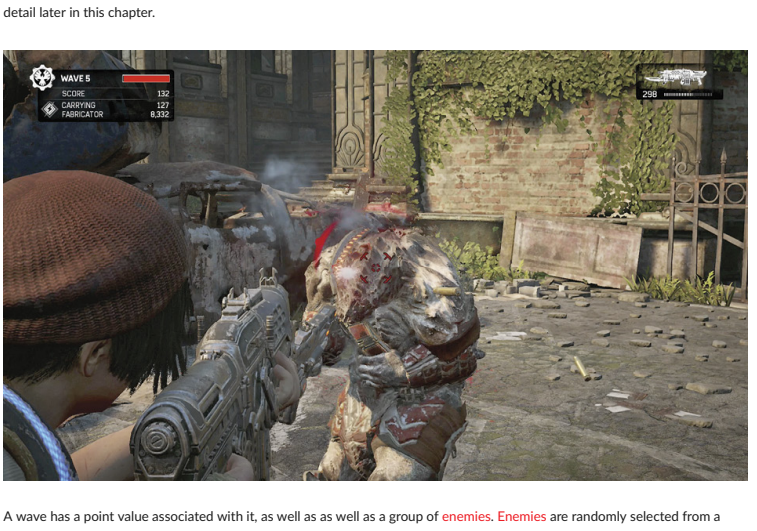
Note that most of these weapons are dropped by at least one type of enemy, so keep an eye out for the free armaments, though ammunition is relatively limited. Be quick, as dropped weapons are removed from the map when the next wave begins.

Weapon Costs

FABRICATOR LEVEL	WEAPON/TOOL	COST
1	Repair Tool	5000
2	Lancer	1750
2	Gnasher	1500
2	Enforcer	1250
2	Hammerburst	1750
2	Markza Mk1	2750
2	Retro Lancer	2500
2	Overkill	2250
2	Longshot	3000
2	Dropshot	4000
2	EMBAR	3750
2	Boomshot	4000
2	Torque Bow	3750
3	Mulcher	5000
3	Buzzkill	6500
3	Tri-Shot	5500
3	RL-4 Salvo	6250

THE ENEMIES

DeeBees and Swarm join forces to take down the COG players in Horde 3.0. Wave 1 begins with weaker DeeBees, such as Shock Trackers and Peace Makers. Tougher robots are added in the next few waves. Then the Swarm join the fight, followed by Juvies, Drones, Grenadiers, and Hunters. At Wave 10 a boss spawns into the mix, randomly chosen from a Carrier, Kestrel, Snatcher, or Swarmak. These guys present a tough challenge for the COG. Defeat the Boss Wave, and the process starts over with only DeeBees in Wave 11, but they are more numerous and tougher to take down. These enemies are covered in more detail later in this chapter.

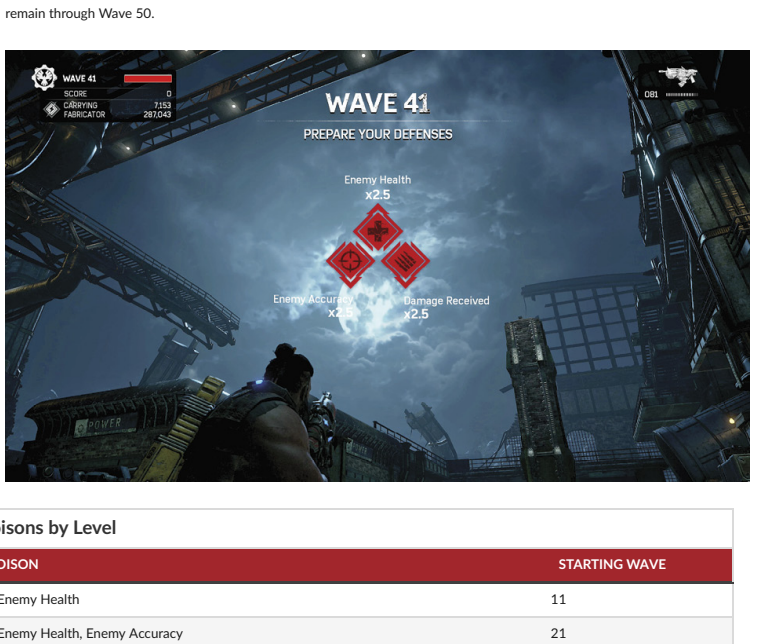


A wave has a point value associated with it, as well as as well as a group of enemies. Enemies are randomly selected from a pool until there are not enough points to spawn more. Since one of the four bosses is present in the enemy pool at each tenth wave, it is possible for another boss to appear after you defeat one. Therefore, it is best to defeat the smaller enemies before taking down the superior.

Assists and kills grant points, while dead enemies drop power. Each kill automatically provides a small amount of power, but the rest must be collected on the battlefield. Special kills, such as Executions, earn bonus XP.

POISONS

Starting with Wave 11, penalties, called Poisons, are added to the game—making the enemy that much tougher to defeat. At Wave 11, enemies gain double health. Wave 21 introduces better accuracy for the Swarm. Once you reach Wave 31, they do double the damage. Reach 41 and all three stats are raised to two and a half times the usual. Poisons are cumulative and remain through Wave 50.



Poisons by Level

POISON	STARTING WAVE
2x Enemy Health	11
2x Enemy Health, Enemy Accuracy	21
2x Enemy Health, Enemy Accuracy, Damage Received	31
2.5x Enemy Health, Enemy Accuracy, Damage Received	41

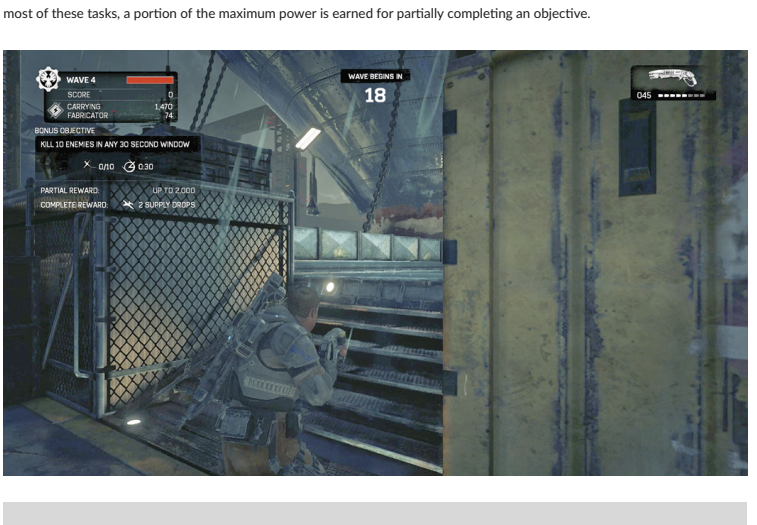
BONUS OBJECTIVES

Every fourth wave, a Bonus Objective gives you an opportunity to earn extra power by completing a set task. This appears at the start of the wave in the upper-left corner of the HUD. Progress toward completion is always shown. Press the TAC/COM / Objectives button (LB) to remind yourself of the objective. There are seven possible Bonus Objectives.

Possible Bonus Objectives

OBJECTIVE	NOTE
Chainsaw—Kill six enemies with the chainsaw or retro charge	Requires Lancer or Retro Lancer, which are used by three classes (Heavy, Scout, and Soldier). They can be purchased from a Level 2 Fabricator. Plus, the Lancer is dropped by Swarm Drone Elites. These close-quarter Executions are very effective against smaller two-legged enemies, such as Juvies, Drones, Peace Makers, and Deadeyes. Watch out, though, as you are vulnerable when using the chainsaw.
Execution—Execute eight enemies	Perform a vault kick against an enemy behind cover to stun it, and then perform an Execution. Note that headshots, chainsaw, and retro charges also count as an Execution.
Headshots—Kill seven enemies with headshots	Easiest for the Sniper who is equipped with the Markza Mk1 and Longshot, though any gun can score a headshot. Accurate, long-range weapons can be purchased from a Level 2 Fabricator.
Kill Streak—Kill 10 enemies in any 30-second window	The kill count always notes the number of kills in the past 30 seconds. Let a group of enemies amass near your base before taking them down. Use explosives to hit multiple targets. This objective simplifies with more players on the team.
Survival—Complete the wave without dying	Everyone on the team must survive the entire wave without dying to complete the objective.
Time—Complete the wave in x time	The time varies depending on the wave.
Turret—Kill seven infantry units with a manned turret	Put a player or two on turrets and let the enemy move into your base before mowing them down.

You do not get a Bonus Objective on Boss Waves, thus allowing for ten opportunities when starting on Wave 1. No matter what wave you begin on, the Bonus Objective always appears three rounds later—unless, of course, that is a Boss Wave. For most of these tasks, a portion of the maximum power is earned for partially completing an objective.



EXTRA BONUS OBJECTIVES

Starting on Wave 2 allows you to receive more Bonus Objectives since they do not fall on any of the Boss Waves. Note that this does keep you from completing all fifty waves in one playthrough, therefore Bounties and Achievements could be missed.

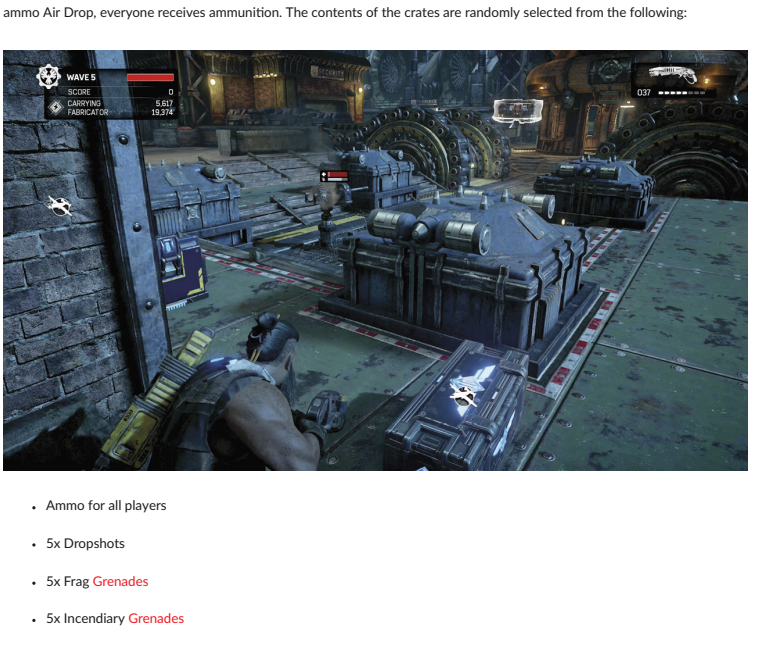
Once an objective is complete, power is given to the players. If an objective is only partially completed, power is rewarded at the end of the wave or when the timer reaches zero. The maximum amount of power available is based on the following table.

Max Power Earned from Bonus Objective

WAVE	MAX POWER AVAILABLE
4 – 9	2000
11 – 19	4000
21 – 29	6000
31 – 39	8000
41 – 49	10000

AIR DROPS

Completing an objective immediately earns two Air Drops, which are delivered near the Fabricator. Open one to reveal weapons or ammunition. Five duplicates of the rewarded weapon are given so that everyone can have one. When collecting an ammo Air Drop, everyone receives ammunition. The contents of the crates are randomly selected from the following:

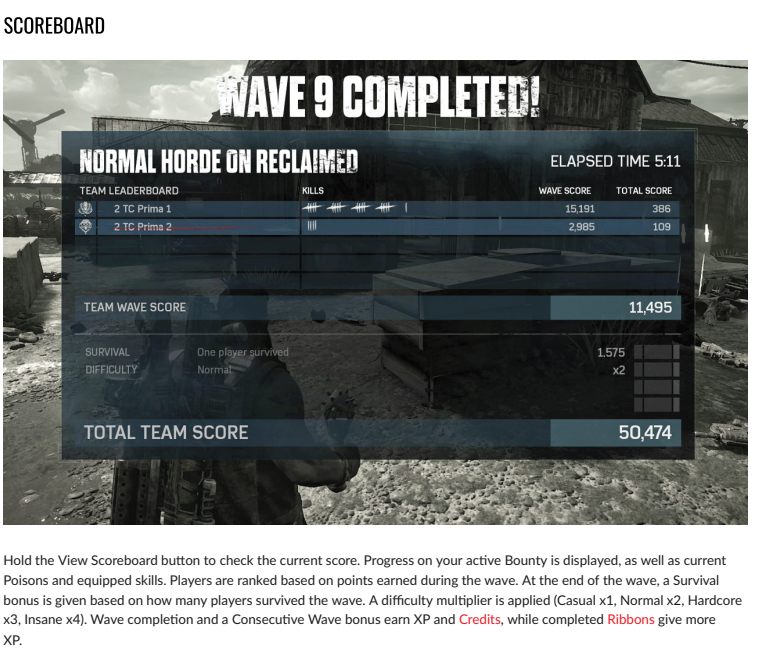


- Ammo for all players
- 5x Dropshots
- 5x Frag Grenades
- 5x Incendiary Grenades
- 5x RL-4 Salvos
- 5x Shock Grenades

TAKE FULL ADVANTAGE OF AMMO AIR DROPS

Always communicate to your team when you are picking up an Air Drop, so they can reload and take full advantage of an ammo crate.

SCOREBOARD



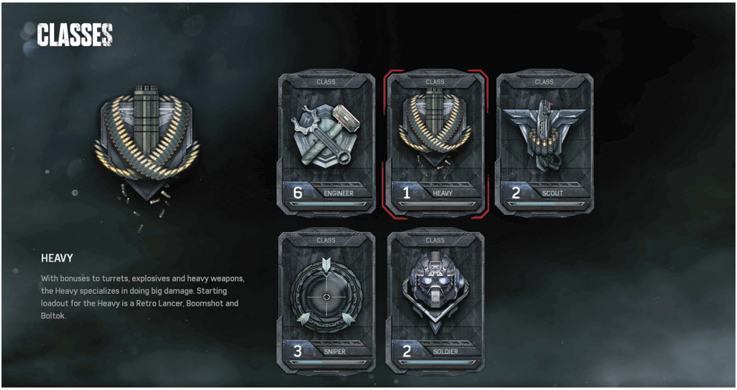
Hold the View Scoreboard button to check the current score. Progress on your active Bounty is displayed, as well as current Poisons and equipped skills. Players are ranked based on points earned during the wave. At the end of the wave, a Survival bonus is given based on how many players survived the wave. A difficulty multiplier is applied (Casual x1, Normal x2, Hardcore x3, Insane x4). Wave completion and a Consecutive Wave bonus earn XP and Credits, while completed Ribbons give more XP.

At the Scoreboard, press to view the overhead map. This allows you to see the current location of all teammates, as well as any marked enemies.

GEARS 4

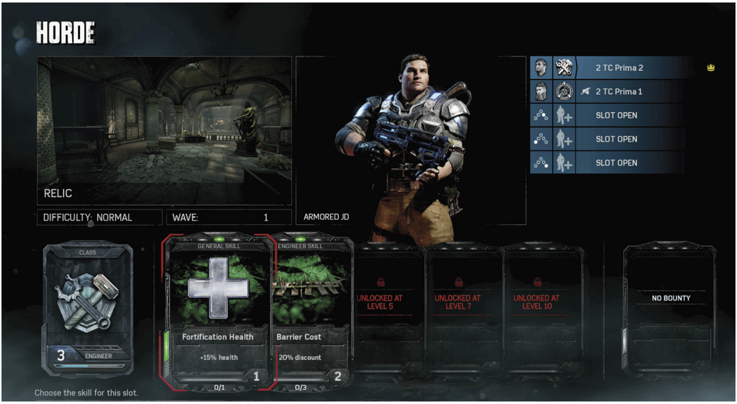
Horde 3.0

Classes



HEAVY

With bonuses to turrets, explosives and heavy weapons, the Heavy specializes in doing big damage. Starting loadout for the Heavy is a Retro Lancer, Boomshot and Boltok.



DIFFICULTY: NORMAL

WAVE: 1

Fortification Health +15% health

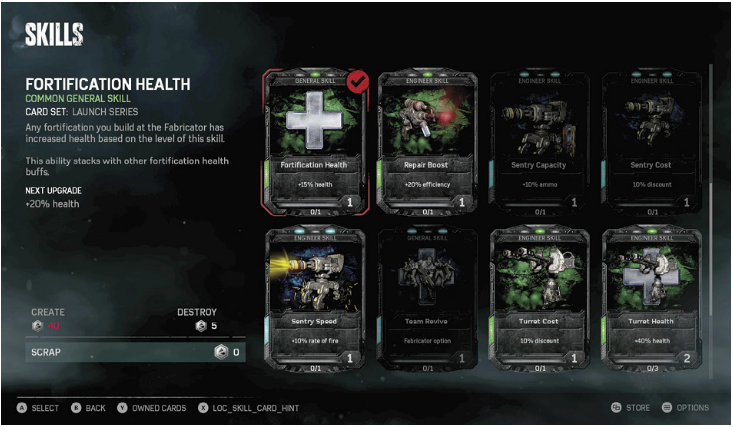
Barrier Cost 20% discount

Choose the skill for this slot.

Select between five classes in Horde mode: Engineer, Heavy, Scout, Soldier, and Sniper. Each class plays an important role in Horde mode, from the power-collecting abilities of the Scout to the fortification-building prowess of the Engineer. A wellrounded team is key to victory. This doesn't mean that you must stick to one of each class. If three players excel at sniping, then select three Snipers. Of course, things could get hairy when the enemy makes a big push.

As you earn points in Horde 3.0, your current class earns progress toward the next level. Reaching Levels 3, 5, 7, and 10 unlocks extra skill slots—allowing you to use more cards for that class.

Horde Skill cards are found inside Gears Packs and must be owned to unlock the accompanying skill. General Skills can be equipped by anyone, while class-specific skills can only be used by that class. The following section lists all of the available skills with their upgraded stats. We give suggestions for which skills to equip, but it really depends on how you play and, of course, what you own.



SKILLS

FORTIFICATION HEALTH
COMMON GENERAL SKILL
CARD SET: LAUNCH SERIES
Any fortification you build at the Fabricator has increased health based on the level of this skill.

This ability stacks with other fortification health buffs.

NEXT UPGRADE
+20% health

CREATE 40
DESTROY 5
SCRAP 0

Class Levels

LEVEL	XP REQUIRED
1	0
2	1000
3	6000
4	15000
5	25000
6	36000
7	56000
8	80000
9	120000
10	200000

Unlocking Skill Slots

SKILL SLOT	LEVEL UNLOCKED
1	From Start
2	2
3	5
4	8
5	10

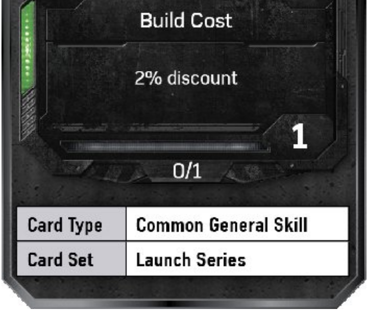
GENERAL SKILLS

General Skills

SKILL	DESCRIPTION
Build Cost	Reduces cost when building fortifications.
Carry Speed	Increases movement speed while carrying a fortification or heavy weapon.
Execution Bonus	Increases power dropped when executing or melee-killing an enemy.
Fortification Health	Increases health for fortifications built at the Fabricator.
Fabricator Option: Team Revive	Brings back all downed and dead teammates when activated.

Any class can select the General Skill cards. Each of these skills is valuable in the right hands, but until you open more skill slots, it is best to stick with class-specific skills. Team Revive is extremely valuable in later waves, with the ability to revive multiple teammates at once.

GENERAL SKILL



Build Cost

2% discount

1

0/1

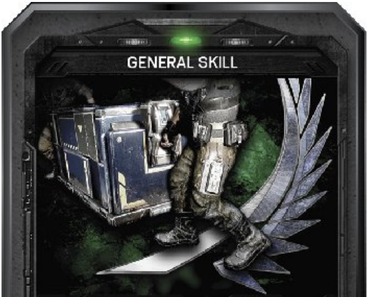
Card Type	Common General Skill
Card Set	Launch Series

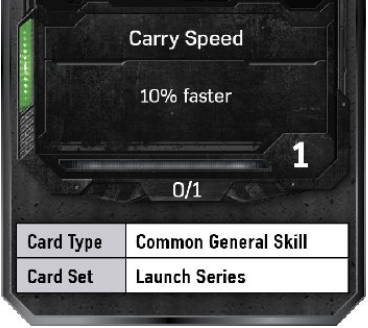
BUILD COST

Card Effect

LEVEL	DISCOUNT
1	2%
2	4%
3	6%
4	8%
5	10%

All your Fabricator costs are reduced based on the level of this skill. This ability stacks with other discounts. This is best equipped by an Engineer, since the discount adds to other fortification cost reductions. This reduces all costs from the Fabricator, including weapons and Fabricator Options.





Card Type	Common General Skill
Card Set	Launch Series

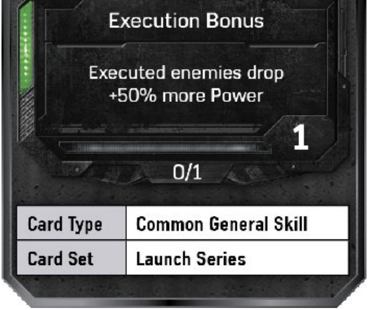
CARRY SPEED

Card Effect

LEVEL	SPEED INCREASE
1	10%
2	15%
3	25%
4	35%
5	50%

Your movement speed while carrying a fortification or heavy weapon is increased based on the level of this skill. Engineers can benefit the most from this increased speed, but unless you plan to build far away from the Fabricator, there are better skills to equip.

GENERAL SKILL



Execution Bonus

Executed enemies drop +50% more Power

1

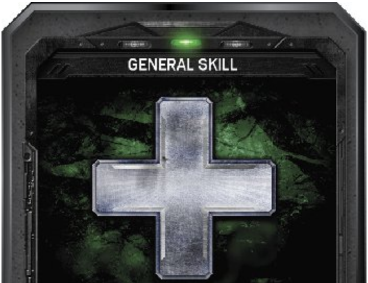
0/1

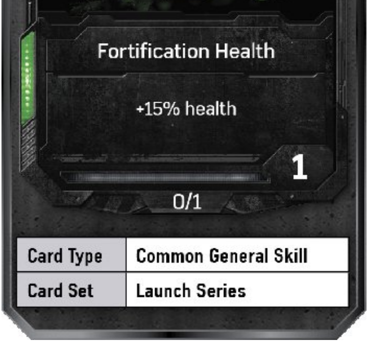
Card Type	Common General Skill
Card Set	Launch Series

EXECUTION BONUS

Card Effect	
LEVEL	**POWER INCREASE**
1	50%
2	75%
3	100%
4	125%
5	150%

When you execute or melee-kill an enemy, the amount of power dropped is increased based on the level of this card. The percentage shown in the table above signifies the added power dropped when executing or melee-killing an enemy. Grab this ability if you tend to finish off your adversaries with Executions.



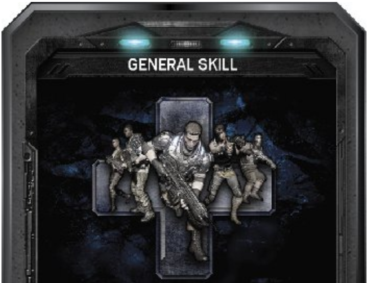


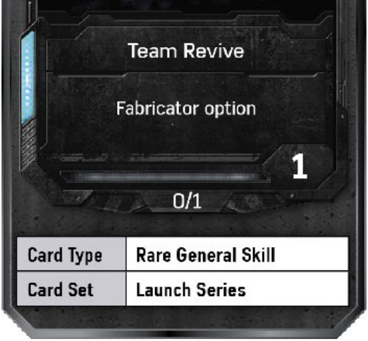
Card Type	Common General Skill
Card Set	Launch Series

FORTIFICATION HEALTH

Card Effect	
LEVEL	**HEALTH INCREASE**
1	15%
2	20%
3	25%
4	30%
5	35%

Any fortification you build at the Fabricator has increased health based on the level of this skill. This ability stacks with other fortification health buffs. Note that there are no skills that boost the health of sentries.





Team Revive

Fabricator option

1

0/1

Card Type	Rare General Skill
Card Set	Launch Series

FABRICATOR OPTION: TEAM REVIVE

Card Effect

LEVEL	DISCOUNT
1	Default Cost
2	20%
3	30%
4	40%
5	50%

The Team Revive ability is added to the Fabricator. When activated, Team Revive brings back all downed and dead teammates. A player who is down but not out simply stands up, while dead teammates are revived at the Fabricator with Spawn Protection. This skill becomes extremely valuable in later rounds when it is more likely for multiple players to go down. The Team Revive ability is limited to players with the skill equipped. The cost is reduced based on the level of this skill.

ENGINEER

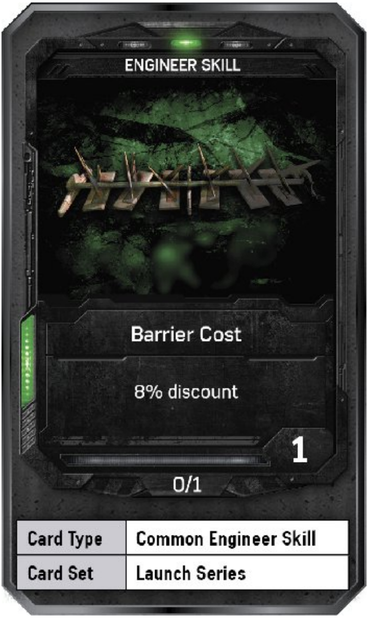
The Engineer is your primary builder and repair man in Horde. His building discounts allow him to build more for the same power. Take advantage of his sentry-improvement skills to build the most lethal defense.

Role	Building and repairing fortifications is the Engineer's primary responsibility.
Starting Loadout	Gnasher, Enforcer, Repair Tool

Engineer Skills

SKILL	DESCRIPTION
Barrier Cost	Reduces cost when building a Barrier at the Fabricator.
Barrier Health	Increases health for any Barrier built at the Fabricator.
Decoy Cost	Reduces cost when building a decoy at the Fabricator.
Decoy Health	Increases health for any decoy built at the Fabricator.
Repair Boost	Repair Tool repairs fortifications cheaper and faster.
Sentry Capacity	Increases ammo capacity for any sentry built at the Fabricator.
Sentry Cost	Reduces cost when building a sentry at the Fabricator.
Sentry Speed	Increases rate of fire for any sentry built at the Fabricator.
Turret Cost	Reduces cost when building a turret at the Fabricator.
Turret Health	Increases health for any turret built at the Fabricator.
Weapons Locker Cost	Reduces cost when building a weapons locker at the Fabricator.

Recommended Skills	Build Cost, Fortification Health, Repair Boost, Sentry Capacity, Sentry Speed



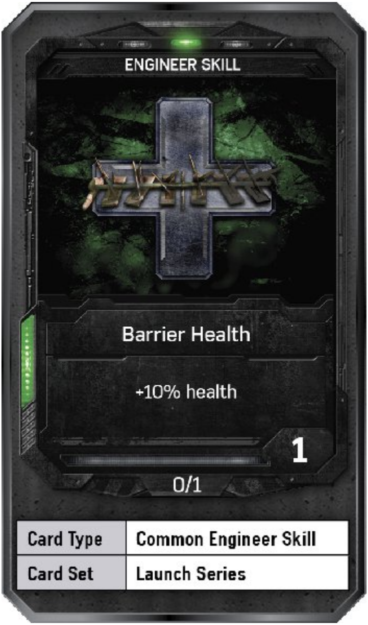
Card Type	Common Engineer Skill
Card Set	Launch Series

BARRIER COST

Card Effect

LEVEL	DISCOUNT
1	8%
2	16%
3	24%
4	32%
5	40%

Your cost to build a Barrier at the Fabricator is reduced based on the level of this skill. Be sure to have your Engineer purchase all Barriers when this is equipped.



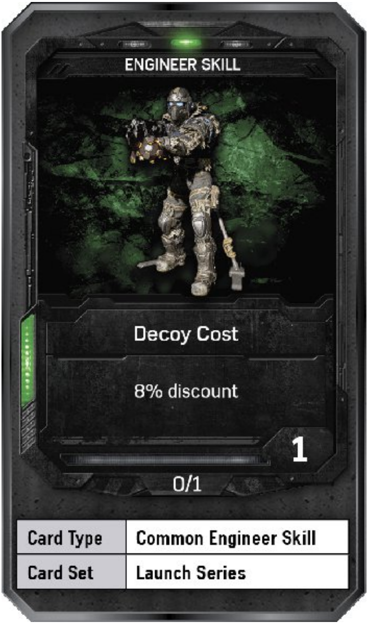
Card Type	Common Engineer Skill
Card Set	Launch Series

BARRIER HEALTH

Card Effect

LEVEL	HEALTH INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any Barrier you build at the Fabricator has increased health based on the level of this skill. Note that this only applies to Barriers that you place.



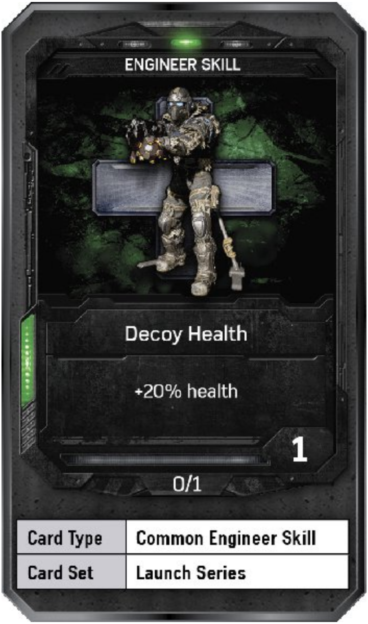
Card Type	Common Engineer Skill
Card Set	Launch Series

DECOY COST

Card Effect

LEVEL	DISCOUNT
1	8%
2	16%
3	24%
4	32%
5	40%

Your cost to build a decoy at the Fabricator is reduced based on the level of this skill. If your Engineer has a discount on a certain fortification, be sure to let that player make the purchase.



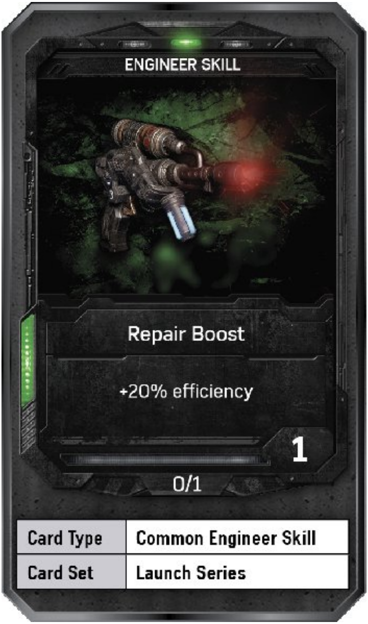
Card Type	Common Engineer Skill
Card Set	Launch Series

DECOY HEALTH

Card Effect

LEVEL	HEALTH INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Any decoy you build at the Fabricator has increased health based on the level of this skill. This only applies to decoys that you purchase from the Fabricator.



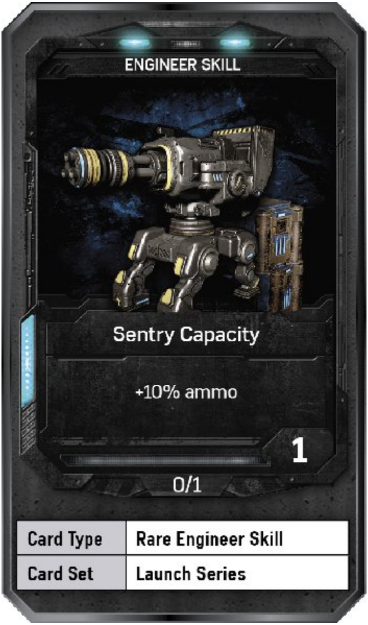
Card Type	Common Engineer Skill
Card Set	Launch Series

REPAIR BOOST

Card Effect

LEVEL	SPEED INCREASE	DISCOUNT
1	20%	20%
2	40%	30%
3	60%	40%
4	80%	50%
5	100%	60%

Your Repair Tool repairs fortifications cheaper and faster based on the level of this skill. This is an invaluable ability for any Engineer when building fortifications, allowing for much quicker construction of your base.



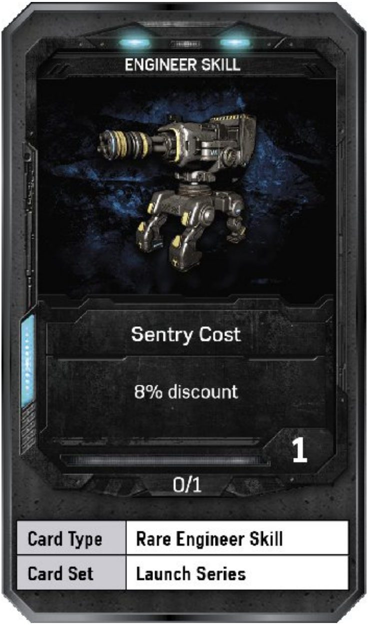
Card Type	Rare Engineer Skill
Card Set	Launch Series

SENTRY CAPACITY

Card Effect

LEVEL	AMMO INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any sentry you build at the Fabricator has increased ammo capacity based on the level of this skill. Sentries are the most effective fortifications in the game, so the ability to keep them running for longer is a great asset.



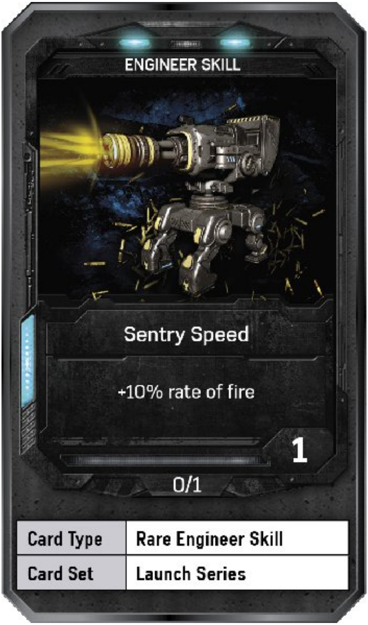
Card Type	Rare Engineer Skill
Card Set	Launch Series

SENTRY COST

Card Effect

LEVEL	DISCOUNT
1	8%
2	16%
3	24%
4	32%
5	40%

Your cost to build a sentry at the Fabricator is reduced based on the level of this skill. Purchase more sentries for a stronger defense.



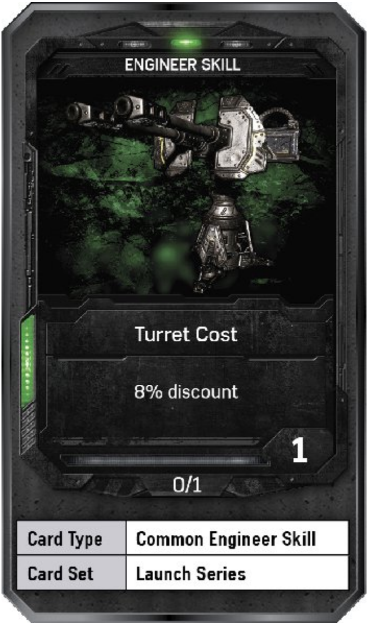
Card Type	Rare Engineer Skill
Card Set	Launch Series

SENTRY SPEED

Card Effect

LEVEL	RATE OF FIRE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any sentry you build at the Fabricator has an increased rate of fire based on the level of this skill. The faster the bullets fly, the quicker the enemies fall. With the destructive ability of the sentries, equip as many of these sentry abilities as you can for the ultimate defense. There is a reason the sentry skills are rare.



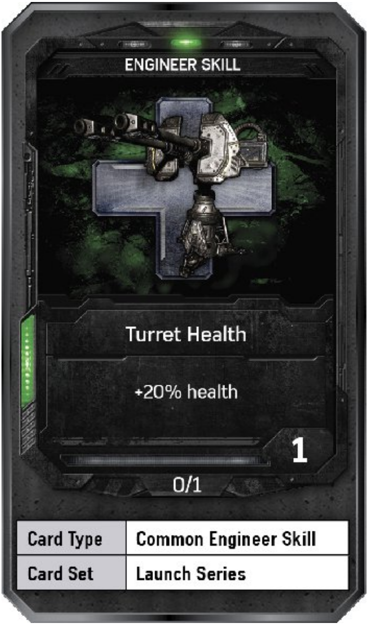
Card Type	Common Engineer Skill
Card Set	Launch Series

TURRET COST

Card Effect

LEVEL	DISCOUNT
1	8%
2	16%
3	24%
4	32%
5	40%

Your cost to build a turret at the Fabricator is reduced based on the level of this skill. Turrets are powerful weapons for base defense, but you must use a man to operate them.



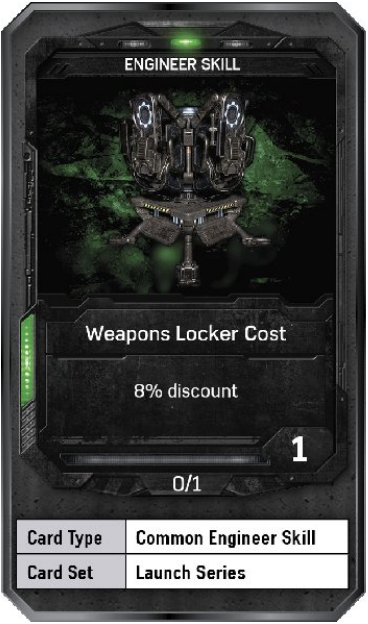
Card Type	Common Engineer Skill
Card Set	Launch Series

TURRET HEALTH

Card Effect

LEVEL	HEALTH INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Any turret you build at the Fabricator has increased health based on the level of this skill. Since turrets require a teammate to operate, it is unlikely you will build too many of them. Equip sentry and Barrier skills before turret abilities.



Card Type	Common Engineer Skill
Card Set	Launch Series

WEAPONS LOCKER COST

Card Effect

LEVEL	DISCOUNT
1	8%
2	16%
3	24%
4	32%
5	40%

Your cost to build a weapons locker at the Fabricator is reduced based on the level of this skill. A weapons locker is extremely handy, especially with a Level 4 Fabricator, though it is unlikely you will build too many during a match.

HEAVY

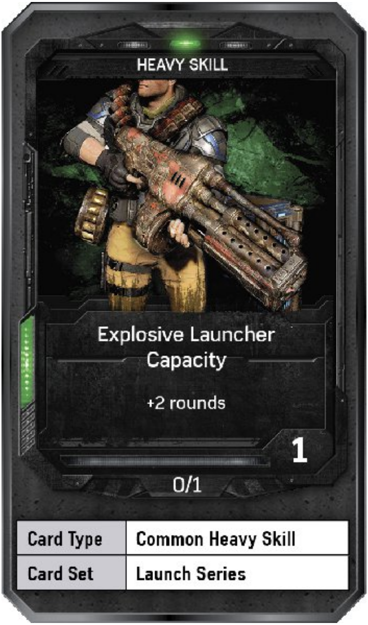
Equipped with great firepower, the Heavy is all about huge damage. Already powerful launchers and heavy weapons become even more lethal. Increase damage to marked enemies to give a seemingly unfair advantage to this class.

Role	With bonuses to turrets, explosives, and heavy weapons, the Heavy specializes in doing big damage.
Starting Loadout	Retro Lancer, Boomshot, Boltok

Heavy Skills

SKILL	DESCRIPTION
Explosive Launcher Capacity	Increases ammo capacity for any explosive launcher.
Explosive Launcher Damage	Increases damage for any explosive launcher.
Explosive Launcher Reload	Increases reload speed for any explosive launcher.
Heavy Weapon Damage	Increases damage for any heavy weapon.
Marked Damage	Increases damage against marked enemies.
Fabricator Option: Mortar Strike	Adds Mortar Strike to the Fabricator.
Pistol Expert	Increases damage for any pistol.
Turret Capacity	Increases ammo for any manned turret.
Turret Damage	Increases damage when manning a turret.

Recommended Skills	Pistol Expert, Marked Damage, Explosive Launcher Damage, Explosive Launcher Capacity, Mortar Strike



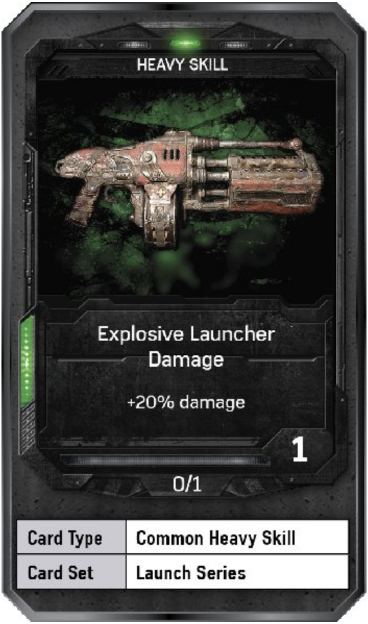
Card Type	Common Heavy Skill
Card Set	Launch Series

EXPLOSIVE LAUNCHER CAPACITY

Card Effect

LEVEL	ROUNDS INCREASE
1	+2
2	+4
3	+6
4	+8
5	+10

Any explosive launcher (Boomshot, Dropshot, RL-4 Salvo, Torque Bow) you are carrying can hold more total ammo based on the level of this card. Each shot from a launcher can be very lethal, so adding ammo capacity is a great skill for any Heavy.



HEAVY SKILL

Explosive Launcher Damage

+20% damage

1

0/1

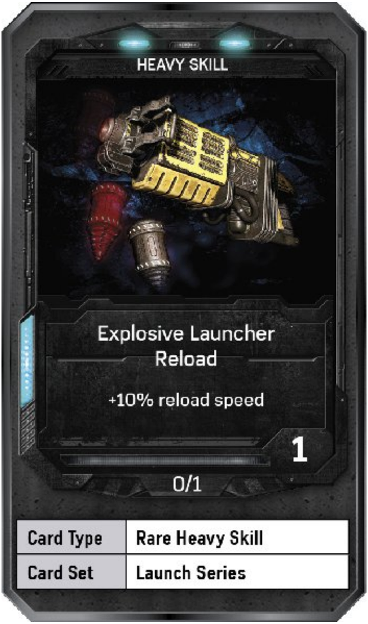
Card Type	Common Heavy Skill
Card Set	Launch Series

EXPLOSIVE LAUNCHER DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Any explosive launcher (Boomshot, Dropshot, RL-4 Salvo, Torque Bow) you are carrying does more damage based on the level of this card. Improve the lethality of the already deadly launchers.



HEAVY SKILL

Explosive Launcher Reload

+10% reload speed

1

0/1

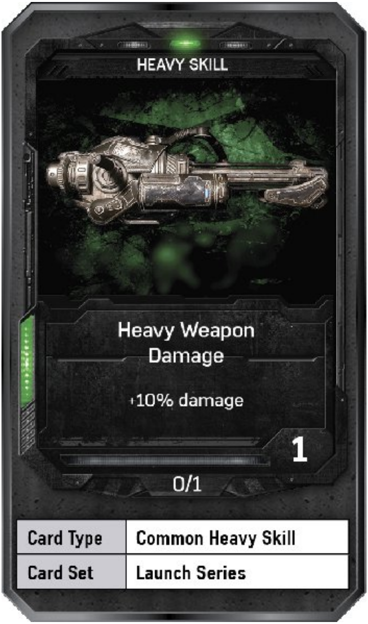
Card Type	Rare Heavy Skill
Card Set	Launch Series

EXPLOSIVE LAUNCHER RELOAD

Card Effect

LEVEL	RELOAD SPEED INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any explosive launcher (Boomshot, Dropshot, RL-4 Salvo, Torque Bow) you are carrying reloads faster based on the level of this card. The weakness of the launchers is their slow reload speed, so equipping this rare skill can be huge.



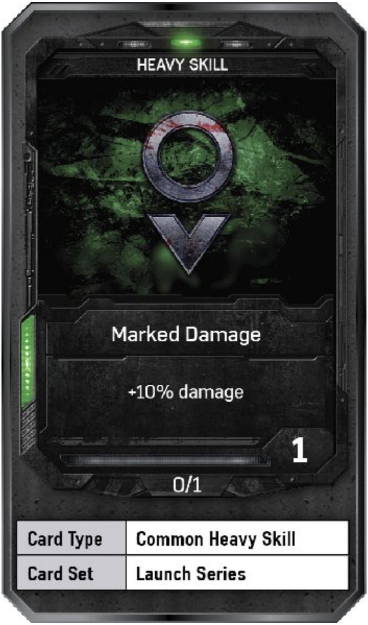
Card Type	Common Heavy Skill
Card Set	Launch Series

HEAVY WEAPON DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any heavy weapon (Tri-Shot, Buzzkill, Mulcher, RL-4 Salvo) you are carrying deals more damage based on the level of this card. These weapons are already extremely powerful, but they must be collected from downed enemies.



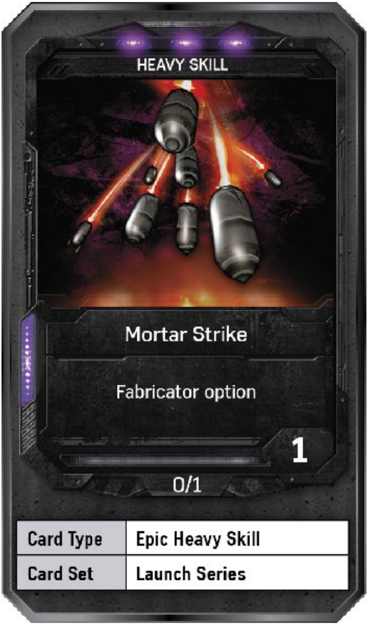
Card Type	Common Heavy Skill
Card Set	Launch Series

MARKED DAMAGE

Card Effect

LEVEL	DAMAGE BONUS
1	+10%
2	+20%
3	+30%
4	+40%
5	+50%

When you do damage to marked enemies, you deal bonus damage. The bonus damage increases based on the level of this skill. Let the team know to mark as many enemies as possible to maximize the ability of this skill.



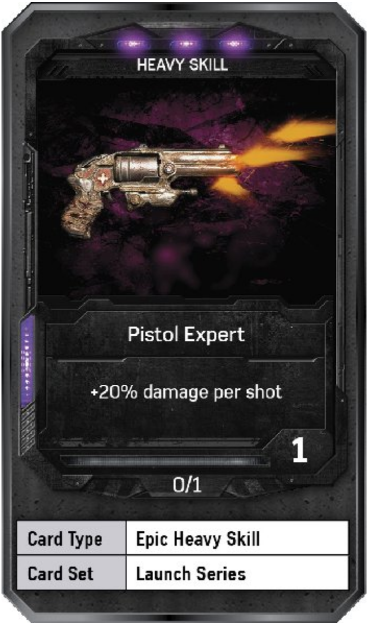
Card Type	Epic Heavy Skill
Card Set	Launch Series

FABRICATOR OPTION: MORTAR STRIKE

Card Effect

LEVEL	DAMAGE INCREASE
1	Default Damage
2	10%
3	25%
4	35%
5	50%

The ability for you to activate a Mortar Strike is added to the Fabricator. Once activated, mortars automatically fall on the enemy. This ability is limited to players with this skill equipped. The damage and radius are based on the level of this skill. To deploy this attack, you must spend 6500 power at the Fabricator.



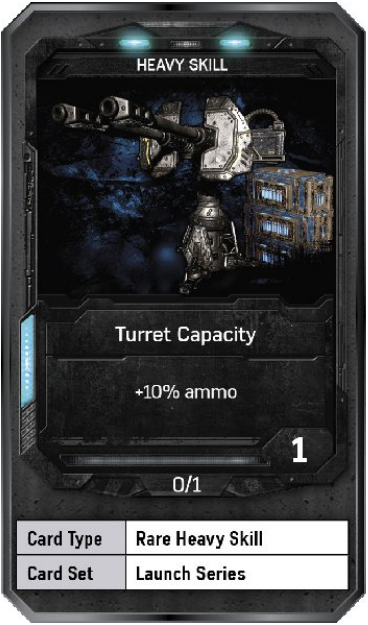
Card Type	Epic Heavy Skill
Card Set	Launch Series

PISTOL EXPERT

Card Effect

LEVEL	DAMAGE BONUS
1	+20%
2	+25%
3	+30%
4	+35%
5	+40%

Any pistol (Snub, Boltok) you are carrying does increased damage for each shot fired until you reload. The amount of bonus damage is based on the level of this skill. Hold on to your Boltok, as it becomes very powerful with this skill.



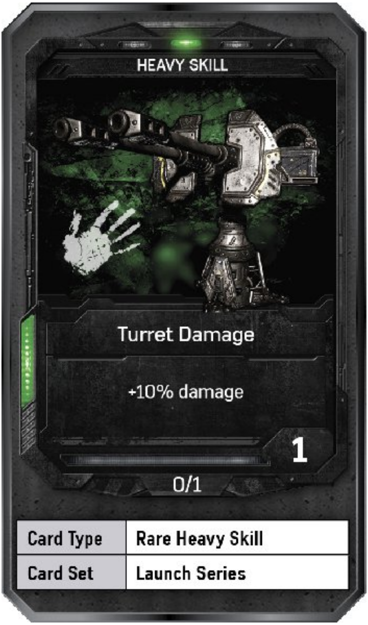
Card Type	Rare Heavy Skill
Card Set	Launch Series

TURRET CAPACITY

Card Effect

LEVEL	AMMO INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any turret you build in the Fabricator gets increased ammo based on the level of this card. The Heavy has some serious firepower in their loadout, so you may not want to bother with a turret, but a turret does add one more option to your arsenal. This extra ammo gives you extended time on the emplacement.



HEAVY SKILL

Turret Damage

+10% damage

1

0/1

Card Type	Rare Heavy Skill
Card Set	Launch Series

TURRET DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any turret you shoot does more damage based on the level of this skill. If a turret has been built at your base, this makes the already strong turret a force to be reckoned with.

SCOUT

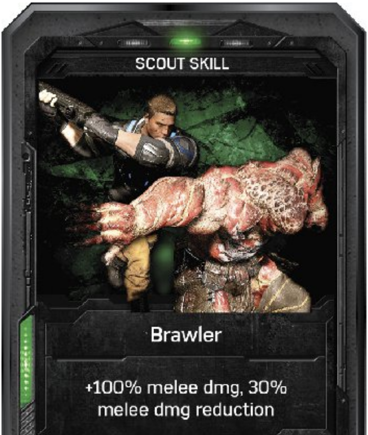
The Scout's primary objective is to gather intel on incoming enemy forces. While in the battlefield, their secondary job is to collect dropped power. Because of this, the Scout is likely to absorb the most attacks. There are several good skills available for this class, but focus on those that keep you alive longer and increase power collection. X-Ray is extremely valuable as you move around cover, making it a good option. If playing a more smash-mouth style, you may wish to give yourself a boost in melee damage or improve the Gnasher.

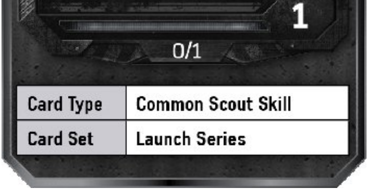
Role	Scouts are active on the battlefield, gathering both power and information. They get bonuses to help stay alive and boost their power collection. Scouts always receive double power pickup during a combat wave.
Starting Loadout	Gnasher, Retro Lancer, Snub Pistol

Scouts Skills

SKILL	DESCRIPTION
Brawler	Increases melee damage given and reduces melee damage taken.
Deposit Bonus	Gives bonus to power deposited at Fabricator.
Energize	Returns percentage of power as health.
Health Boost	Increases Scout's health.
Health Regeneration Boost	Increases health-regeneration speed.
Pickup Distance	Increases power pickup radius.
Rage	Returns percentage of melee and shotgun damage as health.
Shotgun Capacity	Increases ammo capacity of any shotgun.
Shotgun Damage	Increases damage of any shotgun.
Shotgun Capacity	Increases the magazine size of any shotgun.
Speed Boost	Increases speed of Scout.
X-Ray	See enemies through walls.

Recommended Skills	Deposit Boost, Energize, Health Boost, Speed Boost, X-Ray


SCOUT SKILL
Brawler
+100% melee dmg, 30% melee dmg reduction



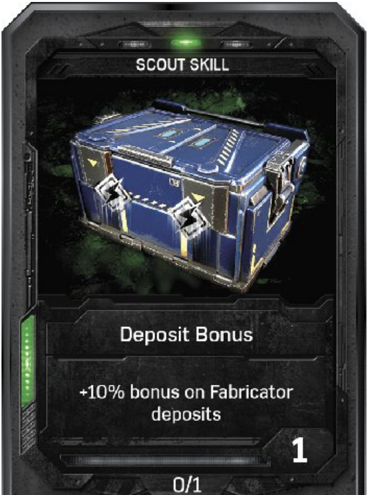
Card Type	Common Scout Skill
Card Set	Launch Series

BRAWLER

Card Effect

LEVEL	MELEE DAMAGE INCREASE	MELEE DAMAGE REDUCTION
1	100%	30%
2	125%	35%
3	150%	40%
4	175%	45%
5	200%	50%

You do more melee damage and you take less melee damage. These abilities improve based on the level of this card. As a Scout, you spend much of your time out on the battlefield collecting power for the team, so the improved melee damage is great for those moments when an enemy surprises you.



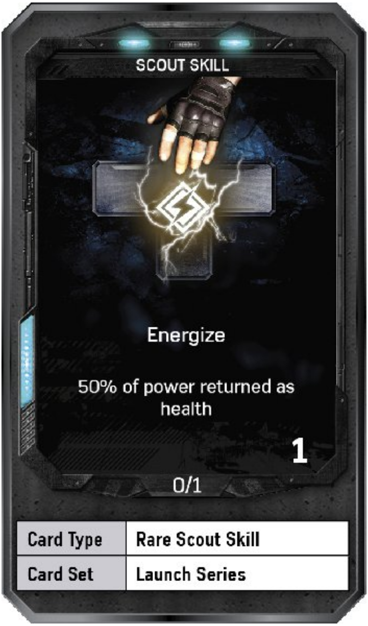
Card Type	Common Scout Skill
Card Set	Launch Series

DEPOSIT BONUS

Card Effect

LEVEL	POWER BONUS
1	+10%
2	+20%
3	+30%
4	+40%
5	+50%

When you deposit power into the Fabricator, bonus power is added. The bonus power increases based on the level of this skill. Allow your Scout to collect the power on the battlefield, so that he can deposit that much more into the team’s reserves. If a player is take down, a Scout can gain a huge bonus by grabbing the dropped currency.


SCOUT SKILL
Energize
50% of power returned as health
1
0/1

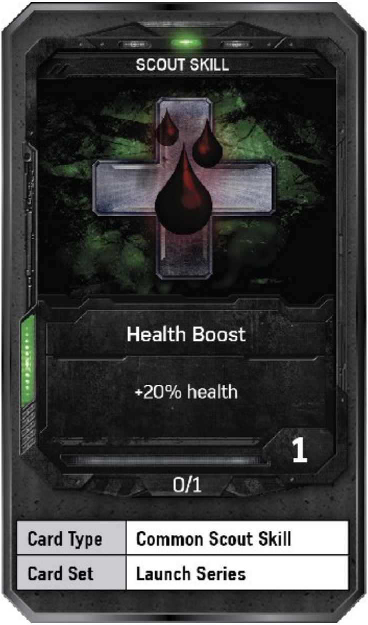
Card Type	Rare Scout Skill
Card Set	Launch Series

ENERGIZE

Card Effect

LEVEL	PERCENTAGE OF POWER
1	50%
2	75%
3	100%
4	125%
5	150%

You gain health when you pick up power on the battlefield. The amount of health increases based on the level of this skill. With the time spent collecting power, this ability is invaluable for any Scout.



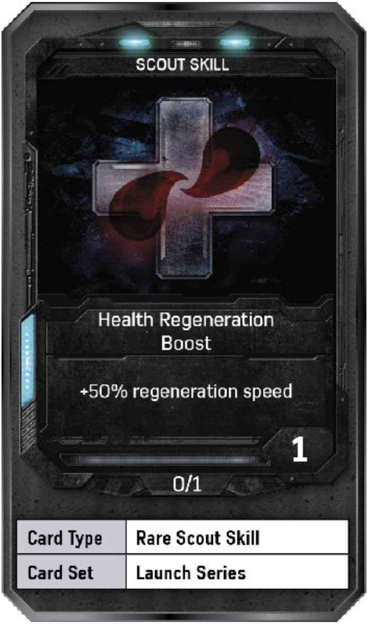
Card Type	Common Scout Skill
Card Set	Launch Series

HEALTH BOOST

Card Effect

LEVEL	HEALTH INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

You get more health based on the level of this skill. More health means more time on the battlefield.



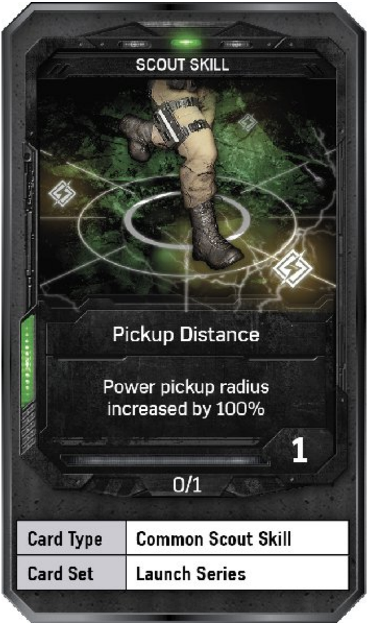
Card Type	Rare Scout Skill
Card Set	Launch Series

HEALTH REGENERATION BOOST

Card Effect

LEVEL	REGENERATION SPEED INCREASE
1	50%
2	75%
3	100%
4	125%
5	150%

When wounded, your health starts regenerating earlier. The rate of regeneration increases based on the level of this skill. Scouts take the brunt of enemy attacks as they scour the battlefield for power, so they benefit greatly with this skill.


SCOUT SKILL
Pickup Distance
Power pickup radius increased by 100%
1
0/1

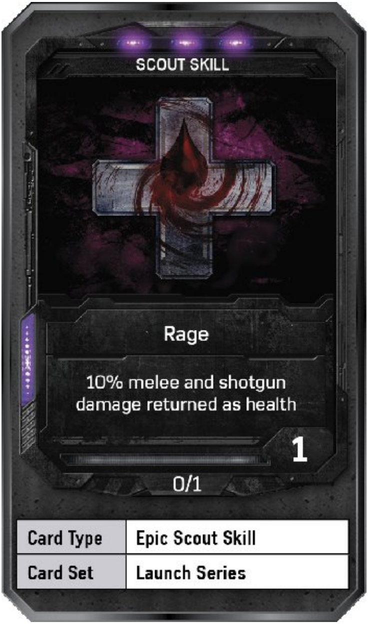
Card Type	Common Scout Skill
Card Set	Launch Series

PICKUP DISTANCE

Card Effect

LEVEL	RADIUS INCREASE
1	100%
2	200%
3	300%
4	400%
5	500%

You pick up dropped power from a further distance. Your pickup distance increases based on the level of this skill. Sometimes the power dropped on the battlefield can build up, making this skill extremely valuable. If you get in the habit of leaving the final enemy alive while collecting the power, this skill isn't as necessary.

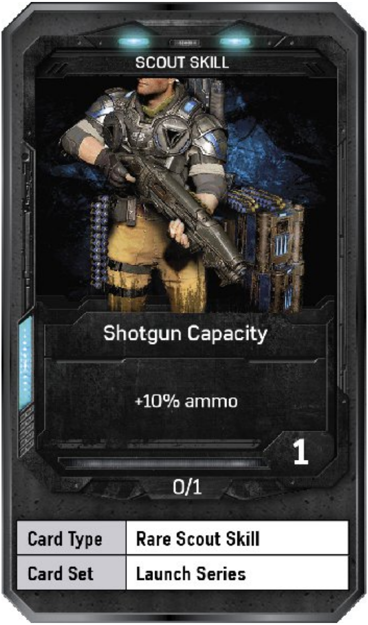

SCOUT SKILL
Rage
10% melee and shotgun damage returned as health
1
0/1

Card Type	Epic Scout Skill
Card Set	Launch Series

RAGE

Card Effect	
LEVEL	**PERCENTAGE OF DAMAGE**
1	10%
2	15%
3	20%
4	25%
5	30%

When you do melee or shotgun damage (Gnasher, Overkill), you gain a percentage of the damage as health. The percentage is based on the level of this card. As you move through the heat of battle collecting power, the ability to gain health as you do shotgun damage is a real plus.



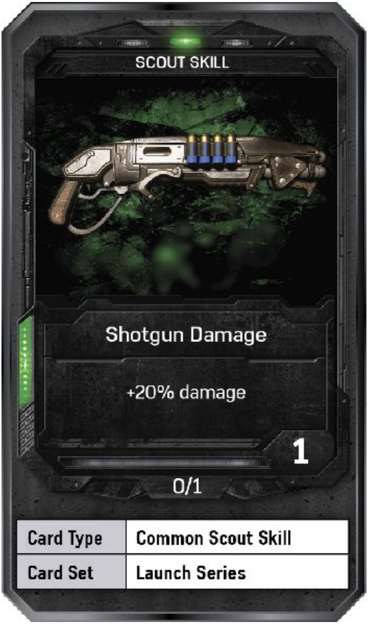
Card Type	Rare Scout Skill
Card Set	Launch Series

SHOTGUN CAPACITY

Card Effect

LEVEL	AMMO INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any shotgun (Gnasher, Overkill) you are carrying can hold more total ammo based on the level of this card. A weakness of the powerful Gnasher is its limited ammo, so this skill is a great addition for any Scout.



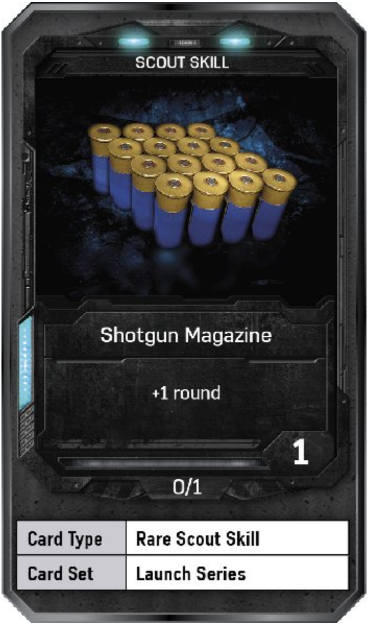
Card Type	Common Scout Skill
Card Set	Launch Series

SHOTGUN DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any shotgun (Gnasher, Overkill) you are carrying deals more damage based on the level of this card. The Gnasher already does an extremely lethal amount of damage, taking down smaller enemies in one close shot. This skill allows you to do this to the tougher foes.



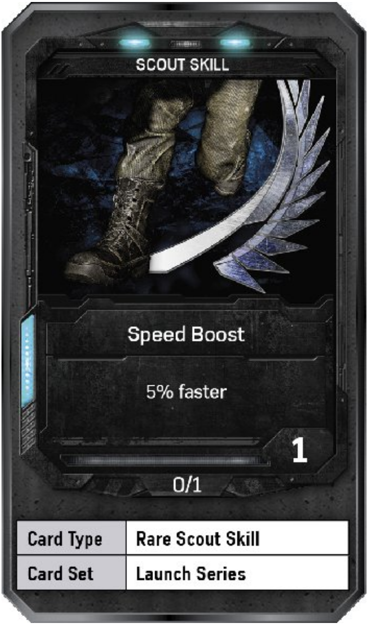
Card Type	Rare Scout Skill
Card Set	Launch Series

SHOTGUN CAPACITY

Card Effect

LEVEL	EXTRA ROUNDS
1	+1
2	+2
3	+3
4	+4
5	+5

Any shotgun (Gnasher, Overkill) you are carrying can hold more total ammo based on the level of this card. Gaining the ability to fire more shots before reloading the Gnasher is a great asset to have as you move through the battlefield.



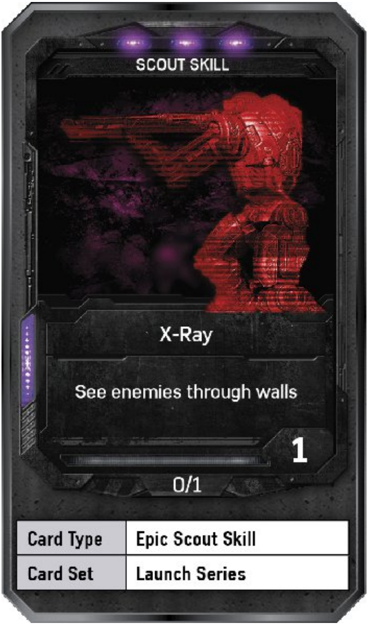
Card Type	Rare Scout Skill
Card Set	Launch Series

SPEED BOOST

Card Effect

LEVEL	MOVEMENT SPEED INCREASE
1	5%
2	12%
3	19%
4	26%
5	33%

Your normal movement speed (including roadie running) is increased based on the level of this skill. With the amount of time spent in the field as a Scout, the increased speed can be a huge help. The card is a rare find, so getting a significant boost in speed requires a lot of Gear Packs.



Card Type	Epic Scout Skill
Card Set	Launch Series

X-RAY

Card Effect

LEVEL	DISTANCE INCREASE
1	15m
2	18m
3	23m
4	30m
5	36m

You can see enemies through walls while you are in TAC/COM. The distance is increased based on the level of this card. Knowing an enemy's location gives you a huge advantage in combat. Relay any information you gain from this ability to your team.

SNIPER

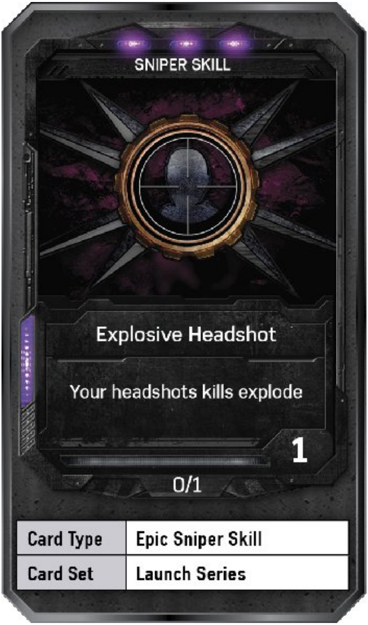
During the early waves, the Sniper is the most lethal class in Horde mode. As the Sniper is equipped with two precision rifles, headshots are the priority. Mark Boost and the Fabricator Option Radar Ping offer increased marking for the team. They are not as effective against the bigger foes, such as Guardians, Sentinels, and bosses, but they can still do their share of damage. Obviously, the more accurate a player is, the more effective the Sniper is.

Role	Snipers support their team by getting headshots. Their skills provide them with weapon upgrades and marking enhancements.
Starting Loadout	Longshot, Markza Mk1, Snub Pistol

Sniper Skills

SKILL	DESCRIPTION
Explosive Headshot	Headshot kills explode, damaging nearby enemies.
Headshot Damage	Increases headshot damage.
Mark Boost	Increases number of enemies you can mark.
Precision Rifle Capacity	Increases total ammo for precision rifles.
Precision Rifle Damage	Increases damage for precision rifles.
Precision Rifle Reload	Increases reload speed for precision rifles.
Fabricator Option: Radar Ping	Marks all enemies when activated.
Fabricator Option: Sniper Strike	Hits set number of targets with headshots when activated.

Recommended Skills	Headshot Damage, Mark Boost, Precision Rifle Reload, Radar Ping, Sniper Strike



SNIPER SKILL

Explosive Headshot

Your headshots kills explode

1

0/1

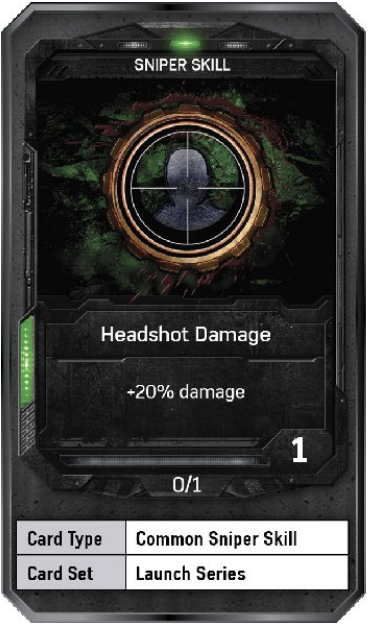
Card Type	Epic Sniper Skill
Card Set	Launch Series

EXPLOSIVE HEADSHOT

Card Effect

LEVEL	SPLASH DAMAGE	RADIUS
1	50%	2.5m
2	75%	2.75m
3	100%	3m
4	125%	3.25m
5	150%	3.5m

When you kill an enemy with a headshot, it explodes and damages nearby enemies. The amount of damage and radius increase based on the level of this skill.



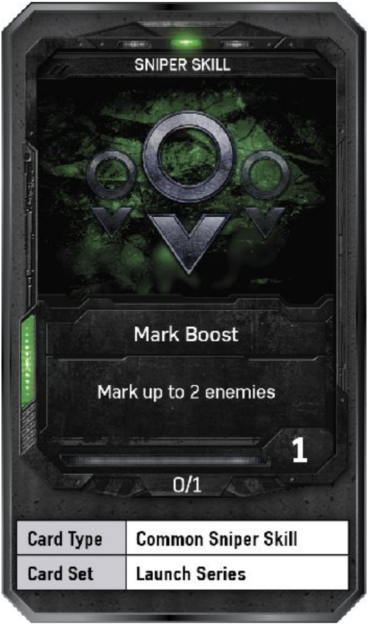
Card Type	Common Sniper Skill
Card Set	Launch Series

HEADSHOT DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Your headshots do more damage based on the level of this skill. As a Sniper, you should attempt headshots with the Longshot and Markza Mk1 whenever possible. Equip this skill to make these shots more lethal.



Mark up to 2 enemies

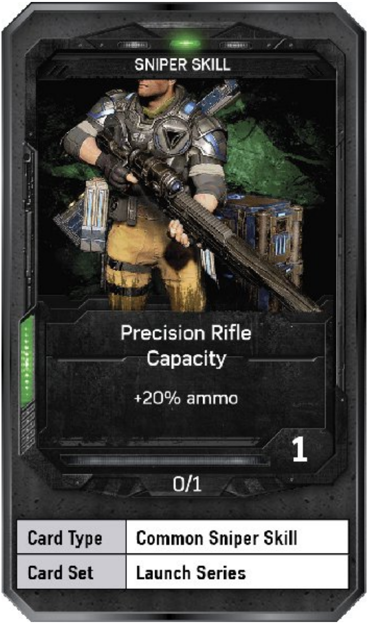
Card Type	Common Sniper Skill
Card Set	Launch Series

MARK BOOST

Card Effect

LEVEL	# OF ENEMIES THAT CAN BE MARKED
1	Up to 2
2	Up to 3
3	Up to 4
4	Up to 5
5	Up to 6

The maximum number of enemies you can mark increases based on the level of this skill. This is a great ability for assisting your teammates. Tag any threat you see as you zoom in on the enemy.



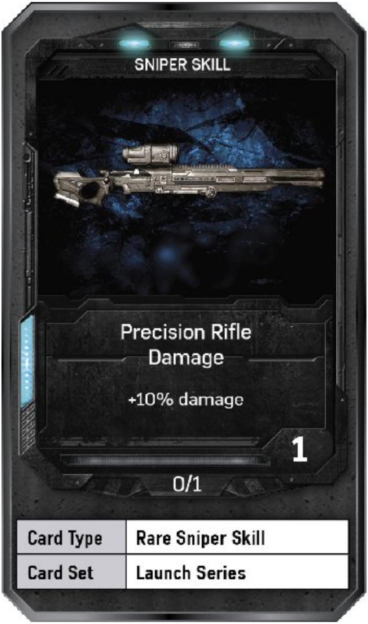
Card Type	Common Sniper Skill
Card Set	Launch Series

PRECISION RIFLE CAPACITY

Card Effect

LEVEL	AMMO CAPACITY INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Any precision rifle (Longshot, Markza Mk1, EMBAR) you are carrying can hold more total ammo based on the level of this skill. Since Snipers initially carry two of these rifles, this gives an added boost to carried ammunition.



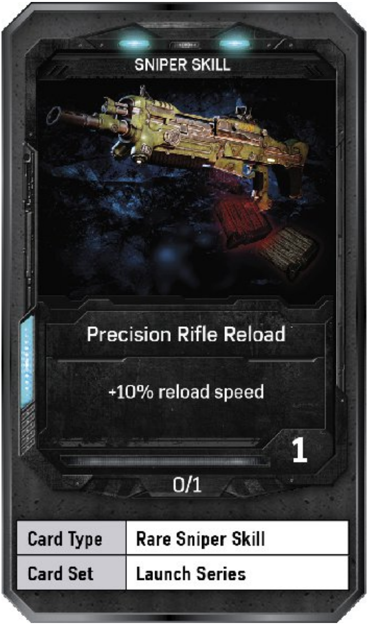
Card Type	Rare Sniper Skill
Card Set	Launch Series

PRECISION RIFLE DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any precision rifle (Longshot, Markza Mk1, EMBAR) you are carrying does more damage based on the level of this skill. Increase the lethality of all damage dealt by these weapons with this skill.



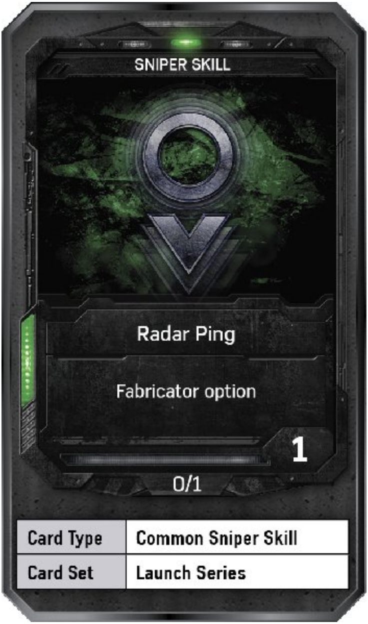
Card Type	Rare Sniper Skill
Card Set	Launch Series

PRECISION RIFLE RELOAD

Card Effect

LEVEL	RELOAD SPEED INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any precision rifle (Longshot, Markza Mk1, EMBAR) you are carrying reloads faster based on the level of this skill. The speed at which your Longshot reloads can be painfully slow as enemies rush your base. Take advantage of this skill and clear them out at a quicker pace.



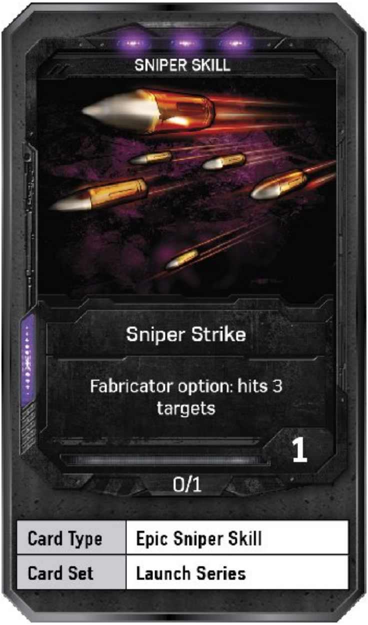
Card Type	Common Sniper Skill
Card Set	Launch Series

FABRICATOR OPTION: RADAR PING

Card Effect

LEVEL	DISCOUNT
1	Default Cost
2	10%
3	25%
4	35%
5	50%

The Radar Ping ability is added to the Fabricator. When activated, it marks all enemies. This is an extremely invaluable skill for any team. When things get hairy, trigger this option to see every enemy location. Use the map to see exactly where they roam. This ability is limited to players with this skill equipped. The cost is reduced based on the level of this skill.



Card Type	Epic Sniper Skill
Card Set	Launch Series

FABRICATOR OPTION: SNIPER STRIKE

Card Effect

LEVEL	NUMBER OF TARGETS
1	3
2	4
3	5
4	6
5	7

This adds the ability to activate a Sniper Strike from the Fabricator. Once activated, random targets are taken out with headshots. This ability is limited to players with this skill equipped. The number of targets is based on the level of this skill.

SOLDIER

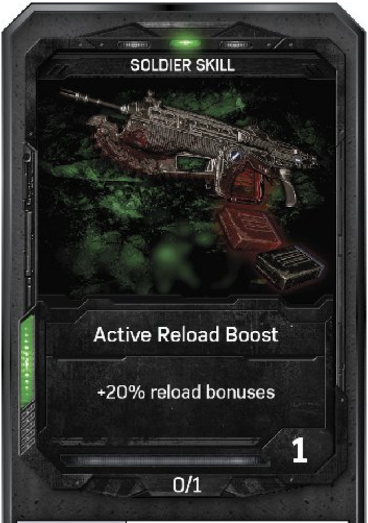
The Soldier may not be set up to cause as much damage as the Heavy, but this class is capable of causing serious harm. Grenades become available from enemies and Bonus Objective Air Drops. Skills are available to turn these explosives into powerful tools of destruction. Grenade Plants give the Soldier the ability to add to your base defenses. Equip Assault Rifle Magazine to gain the ability to down a Guardian/Sentinel with one clip.

Role	The Soldier is the master of Gear’s core mechanics. Using basic weapons, active reloads, and cover, the Soldier excels at dealing damage and keeping their team safe.
Starting Loadout	Lancer, Gnasher, Snub Pistol

Soldier Skills

SKILL	DESCRIPTION
Active Reload Boost	Increases all Active Reload bonuses.
Assault Rifle Capacity	Increases total ammo for assault rifles.
Assault Rifle Damage	Increases damage for assault rifles.
Assault Rifle Magazine	Increases magazine size for assault rifles.
Cover Boost	Lessens damage taken while in cover.
Grenade Capacity	Increases carry capacity of grenades.
Grenade Damage	Increases damage and radius for grenades.
Grenade Plants	Gives the ability to plant more grenades.
Fabricator Option: Hammer of Dawn Strike	Activates a Hammer of Dawn Strike from the Fabricator.

Recommended Skills	Active Reload Boost, Assault Rifle Magazine, Grenade Damage, Grenade Plants, Hammer of Dawn Strike



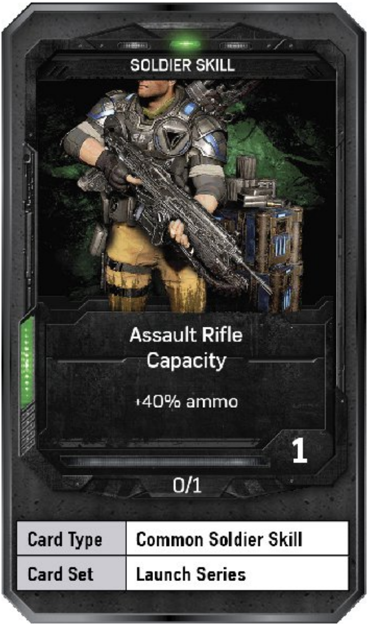
Card Type	Common Soldier Skill
Card Set	Launch Series

ACTIVE RELOAD BOOST

Card Effect

LEVEL	DAMAGE INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Your Perfect Active Reload bonuses on all weapons are increased based on the level of this skill. If you are consistent with Perfect Active Reloads and like to reload often, this skill may be worth carrying—giving you a nice weapon boost with each PAR.



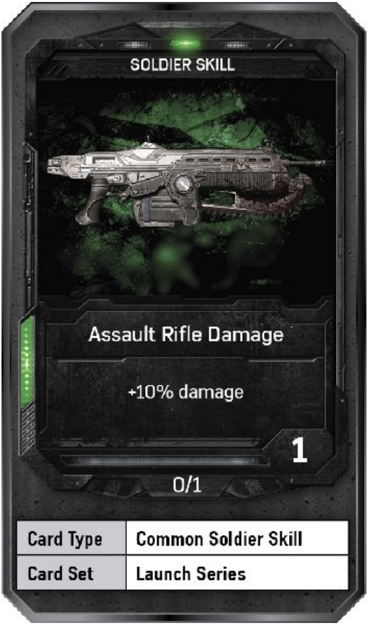
Card Type	**Common Soldier Skill**
Card Set	**Launch Series**

ASSAULT RIFLE CAPACITY

Card Effect

LEVEL	AMMO CAPACITY INCREASE
1	40%
2	55%
3	70%
4	85%
5	100%

Any assault rifle (Lancer, Retro Lancer, Hammerburst, Enforcer) you are carrying can hold more total ammo based on the level of this card. With the Lancer being your weapon of choice when not in close combat, carrying more ammo is extremely helpful, but it can also be reloaded at the Fabricator, ammo crates, or dropped assault rifles.



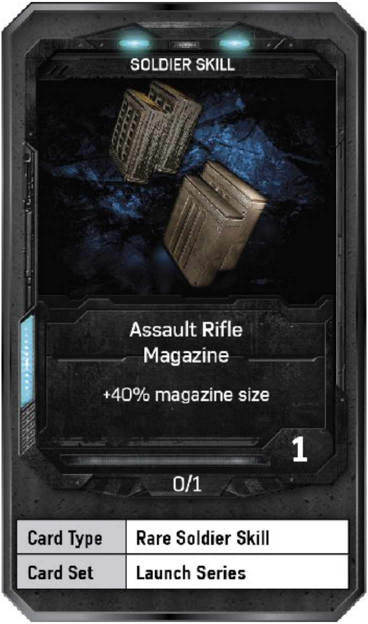
Card Type	Common Soldier Skill
Card Set	Launch Series

ASSAULT RIFLE DAMAGE

Card Effect

LEVEL	DAMAGE INCREASE
1	10%
2	20%
3	30%
4	40%
5	50%

Any assault rifle (Lancer, Retro Lancer, Hammerburst, Enforcer) you are carrying deals more damage based on the level of this card. At mid-range, the Lancer works very well against the DeeBees and Swarm. Use this skill to give the weapon an added boost. Combine this with Assault Rifle Capacity for an almost unstoppable Lancer.



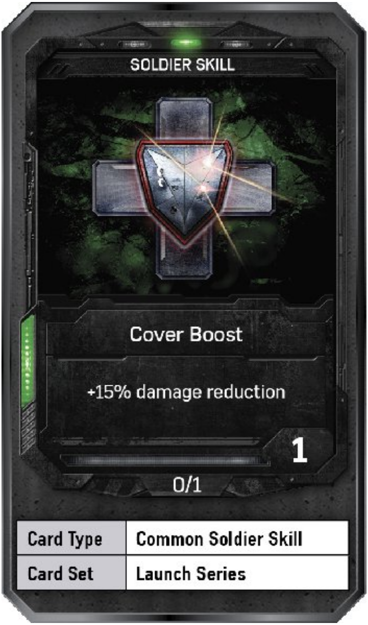
Card Type	Rare Soldier Skill
Card Set	Launch Series

ASSAULT RIFLE MAGAZINE

Card Effect

LEVEL	MAGAZINE SIZE INCREASE
1	40%
2	55%
3	70%
4	85%
5	100%

Any assault rifle (Lancer, Retro Lancer, Hammerburst, Enforcer) you are carrying can hold more total ammo in the magazine based on the level of this card. The ability to lay down more suppression fire with the Lancer makes the Soldier very valuable to the team.



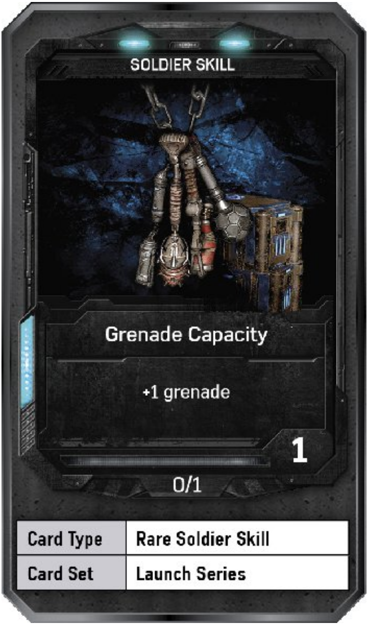
Card Type	Common Soldier Skill
Card Set	Launch Series

COVER BOOST

Card Effect

LEVEL	DAMAGE REDUCTION
1	15%
2	25%
3	35%
4	45%
5	55%

While in cover, you take less damage. The damage reduction improves based on the level of this skill. When moving through the battlefield, it is vital to use cover as much as possible. The Soldier can benefit greatly with this skill as he takes the fight to the enemy.



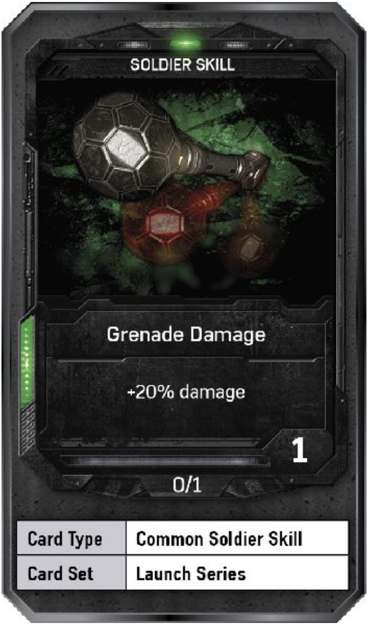
Card Type	Rare Soldier Skill
Card Set	Launch Series

GRENADE CAPACITY

Card Effect

LEVEL	GRENADE CAPACITY INCREASE
1	+1
2	+2
3	+3
4	+4
5	+5

You can carry more grenades based on the level of this skill. Frag, Incendiary, and Shock Grenades become available as enemy drops and Air Drop rewards. Use them on groups of enemies to slow their progress.



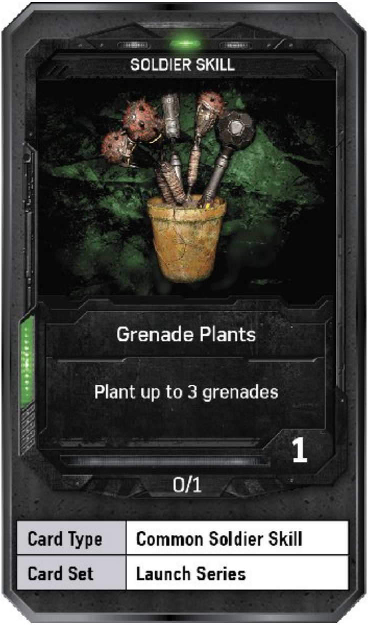
Card Type	Common Soldier Skill
Card Set	Launch Series

GRENADE DAMAGE

Card Effect

LEVEL	GRENADE DAMAGE INCREASE
1	20%
2	40%
3	60%
4	80%
5	100%

Your grenades do more damage and have an increased radius based on the level of this skill. Grenades, which are only available from enemies and Air Drops, become invaluable when big groups of enemies swarm your base. Gain increased damage and a bigger radius by equipping this skill.



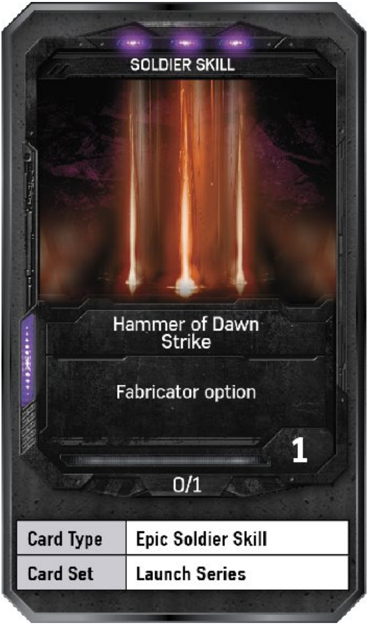
Card Type	Common Soldier Skill
Card Set	Launch Series

GRENADE PLANTS

Card Effect

LEVEL	GRENADES THAT CAN BE PLANTED
1	Up to 2
2	Up to 3
3	Up to 4
4	Up to 5
5	Up to 6

You can plant more grenades based on the level of this skill. As you collect grenades from downed enemies and Air Drop crates, plant them along entry points to bolster your defenses.



Card Type	Epic Soldier Skill
Card Set	Launch Series

FABRICATOR OPTION: HAMMER OF DAWN STRIKE

Card Effect

LEVEL	DURATION
1	2.0 Seconds
2	2.5 Seconds
3	3.0 Seconds
4	3.5 Seconds
5	4.0 Seconds

An extremely rare find in Gear Packs, this skill gives you the ability to activate a Hammer of Dawn Strike from the Fabricator. This ability is limited to players with this skill equipped. Once activated, the Hammer of Dawn fires up to seven beams directly at targeted enemies, badly damaging any foes caught in the blasts. The duration of the strike is based on the level of this skill. Each strike costs 8000 power, so it is best reserved for the toughest encounters.

Horde 3.0

Enemies

Only DeeBees spawn in at first, but after a few waves, the Swarm joins the fight. Enemies steadily get tougher as you progress through the waves, until Wave 10, where one of four bosses is introduced. With each kill, points are earned that are added to your XP. Each kill also automatically grants a small amount of power, while death drops a bigger pile of power. This must be collected before the next wave begins.

Power dropped for each kill is noted with the Scout's earnings in parentheses. Points are also earned for killing/downing an enemy, taking a meatshield, and performing Executions. For all non-boss foes, their currently equipped weapons are dropped upon death.

DEEBEES

SHOCK TRACKER

Weapon(s): Shock Grenade

Power Dropped: 60 (120)

Shock Trackers are spherical robots that quickly roll toward their target. Once close, the Shock Tracker opens up and detonates—damaging and stunning any nearby foes. This attack has an area of effect, so roll well clear of these guys once you see them open up. The ground remains electrified for a short while, so watch your step.

Shoot the Shock Tracker at a distance to get the XP and Energy. If it gets in close, press the Melee button to kick the little guy away. Knock it away twice, and it automatically detonates. Anytime the tracker explodes, XP and Energy are not received. At times, this guy drops a Shock Grenade, so keep an eye out. Be careful when taking these guys out near fortifications and teammates, as the explosion does damage them.

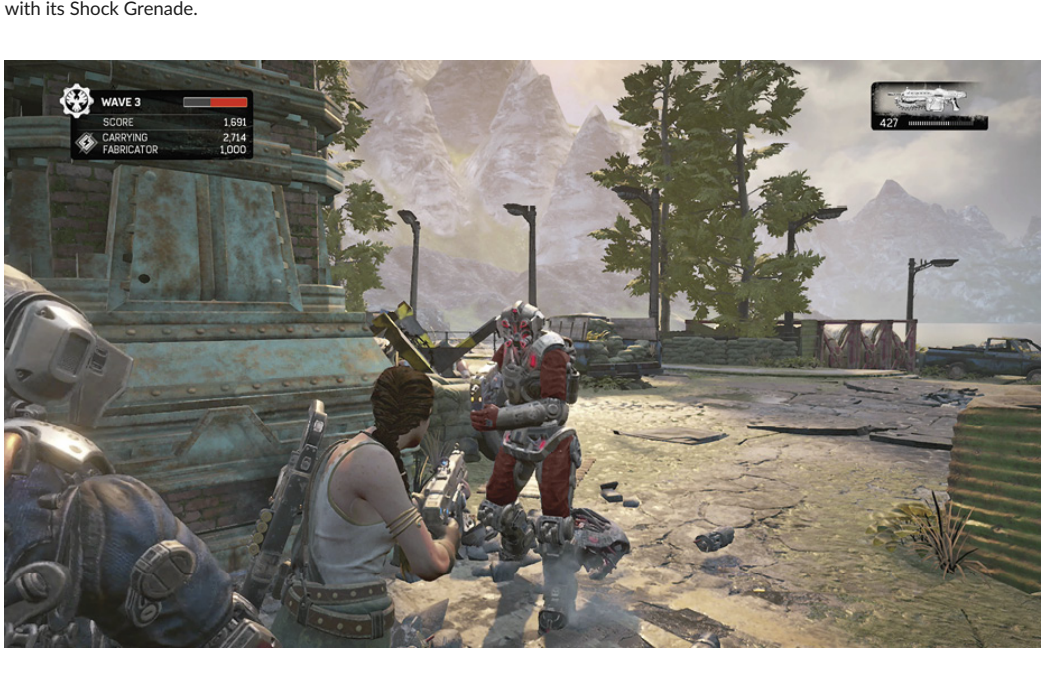
WAVE 1
SCORE 0
CARRYING 1,000
FABRICATOR 101,000
070

PEACE MAKER

Weapon(s): Enforcer, Shock Grenade

Power Dropped: 60 (120)

Peace Makers are the DeeBees' standard infantry unit. Equipped with an inaccurate, close-range Enforcer, the Peace Maker moves fairly slowly straight toward their target—often taking cover once in range. The bipeds are an easy kill with one shotgun blast or a short spray from an automatic rifle. Be careful turning your back on this foe, as it possesses the ability to tag a player with its Shock Grenade.

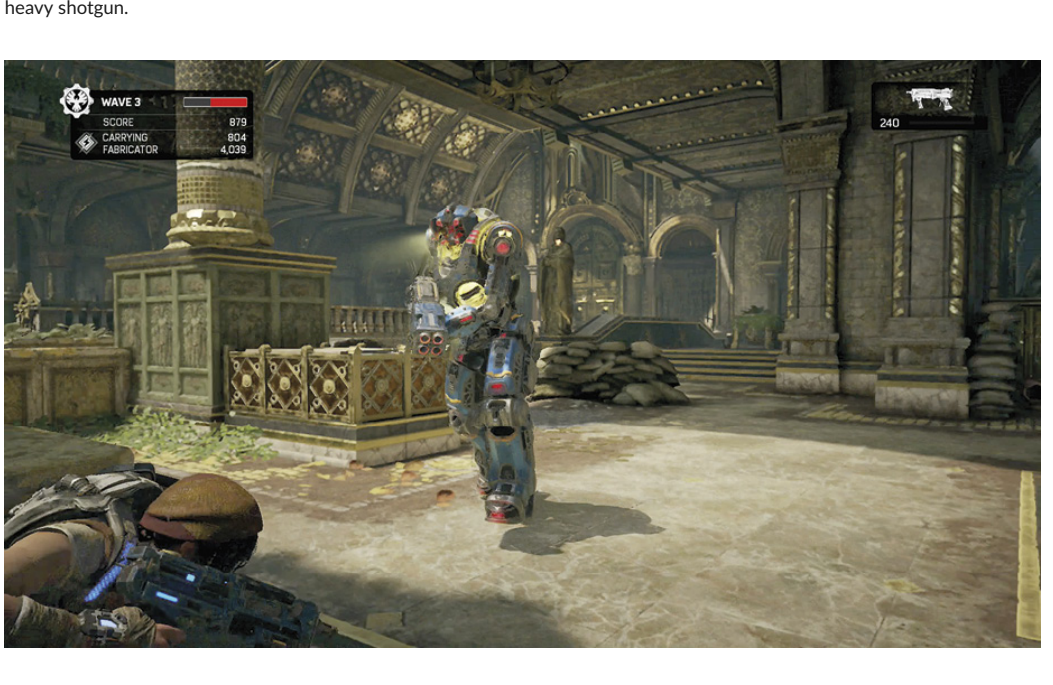


DR-1 PROTECTOR

Weapon(s): Overkill

Power Dropped: 200 (400)

Protectors are stronger than Peace Makers, requiring much more firepower to take them down. They do not take cover as they slowly march toward their target. Be careful when taking cover near this guy, or it will broad-jump over the wall and knock you down with a vault kick. After taking a certain amount of damage, the DR-1 Protector rushes toward its target and detonates itself—hurting anyone caught nearby. Take it down quickly to keep it from exploding. Collect its dropped Overkill for a strong heavy shotgun.

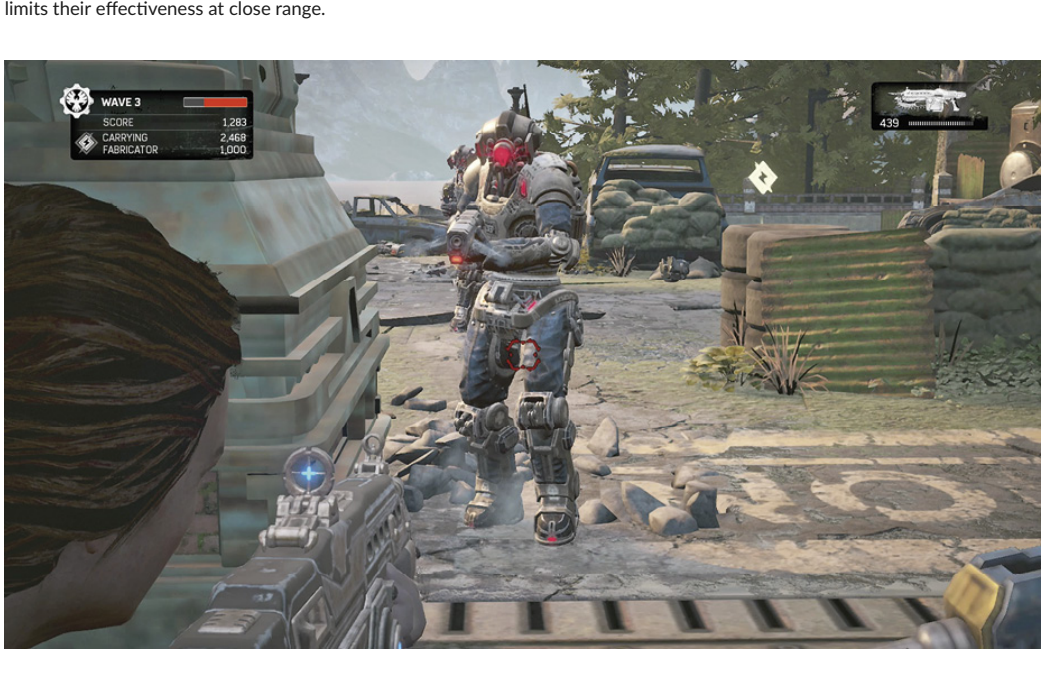


DEADEYE

Weapon(s): EMBAR

Power Dropped: 100 (200)

The Deadeyes are the snipers of the DeeBees. Equipped with an EMBAR railgun, the bipedal Deadeye looks identical to the Peace Maker, except for a big red light on the front of its face. These long-range fighters usually seek cover before firing on the COG. Avoid their railgun shot and move in for an easy kill, watching out for their melee strike when up close. The EMBAR limits their effectiveness at close range.



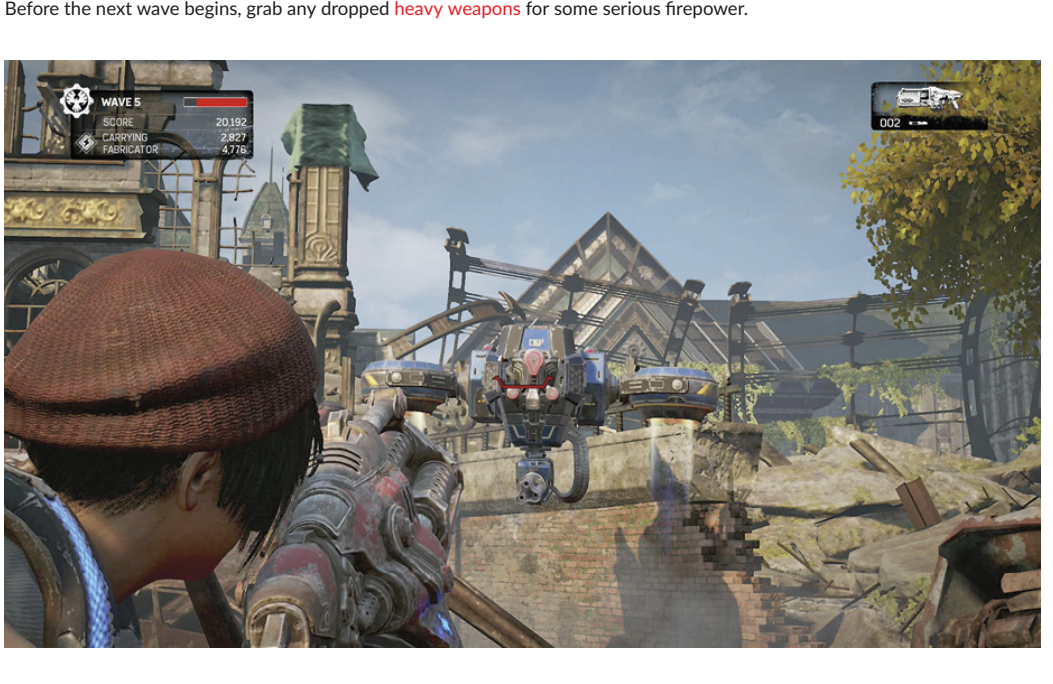
GUARDIAN/SENTINEL

Weapon(s): Tri-Shot (Guardian)/RL-4 Salvo (Sentinel)

Power Dropped: 400 (800)/300 (600)

Guardians are partially shielded aerial machines that carry powerful Tri-Shot heavy machine guns. Sentinels are identical to the Guardians, except that they fire four rockets from RL-4 Salvos. For both Guardian and Sentinel, the weapon is attached to the bottom. A shield covers most of the front and part of the sides. Roll to the side when you see the gunfire. Both have the potential to kill a player with full health, especially on higher difficulties.

Once these flying DeeBees find their range, they strafe from side to side, moving behind cover when low on health. For the quickest kill, hit one from behind or in the heavy weapon. The shield regenerates quickly, so keep the pressure on until it drops. Two shots from a Boomshot take down the early fliers. A long, steady stream of bullets from an assault rifle is also effective. Before the next wave begins, grab any dropped heavy weapons for some serious firepower.



BOSS—KESTREL

Weapon(s): Rocket Launcher, Dual Machine Guns

Power Dropped: 1000 (2000)

The lone DeeBee boss is a helicopter equipped with dual machine guns and a rocket launcher. Two red lasers help aim its guns, so once they become visible, start moving to cover. It takes a couple seconds to warm up the cannons. At that time, if you haven't put something between you and the chopper, roll away from the gunfire to avoid taking too much damage.

After taking sufficient damage, a chamber on the underside of the Kestrel lowers to reveal its rockets. A flash of light can be seen when it releases one of the projectiles. If it aims your way, immediately run to safety as four rockets fly toward you. Stay on your toes and be ready to dodge if the explosives get close. There is a significant blast radius, so it is best to put as much distance as you can between you and any allies, otherwise you may get hit with the splash damage.

Aim for the glowing vents on either side of the chopper for maximum damage. Hit a cannon with enough weapon fire to disable it. The rocket launcher or a high rate-of-fire machine gun is very effective against the Kestrel. You must wait for the agile boss to stop, or anticipate its movements when shooting the RL-4 Salvo.

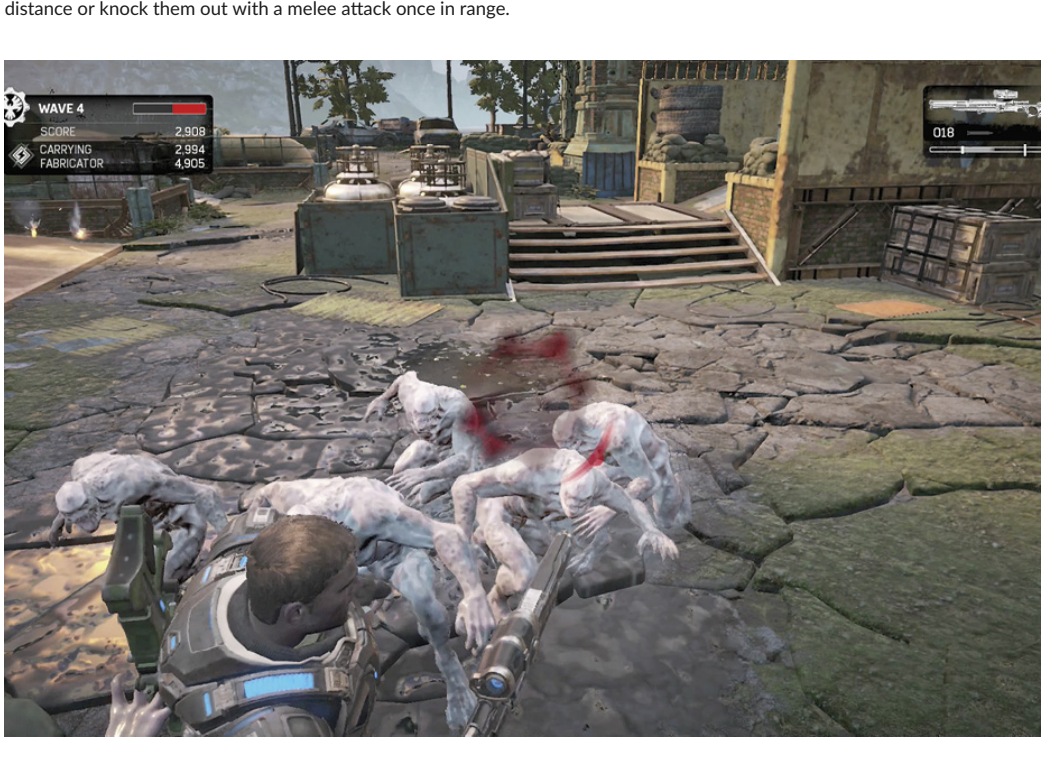
Note that the Kestrel rarely targets fortifications; however, it is usually too high in the air for sentries to effectively target it.

JUVIE

Weapon(s): None

Power Dropped: 60 (120)

Juvies are the low Swarm on the totem pole. Small and weaponless, they are easily taken down with a melee attack. They quickly run right at their target, often teaming up with other Juvies—swiping at the player when close. They don't deal out a whole lot of damage, but they can sneak up on you—becoming a nuisance if not taken care of quickly. Take them out from a distance or knock them out with a melee attack once in range.

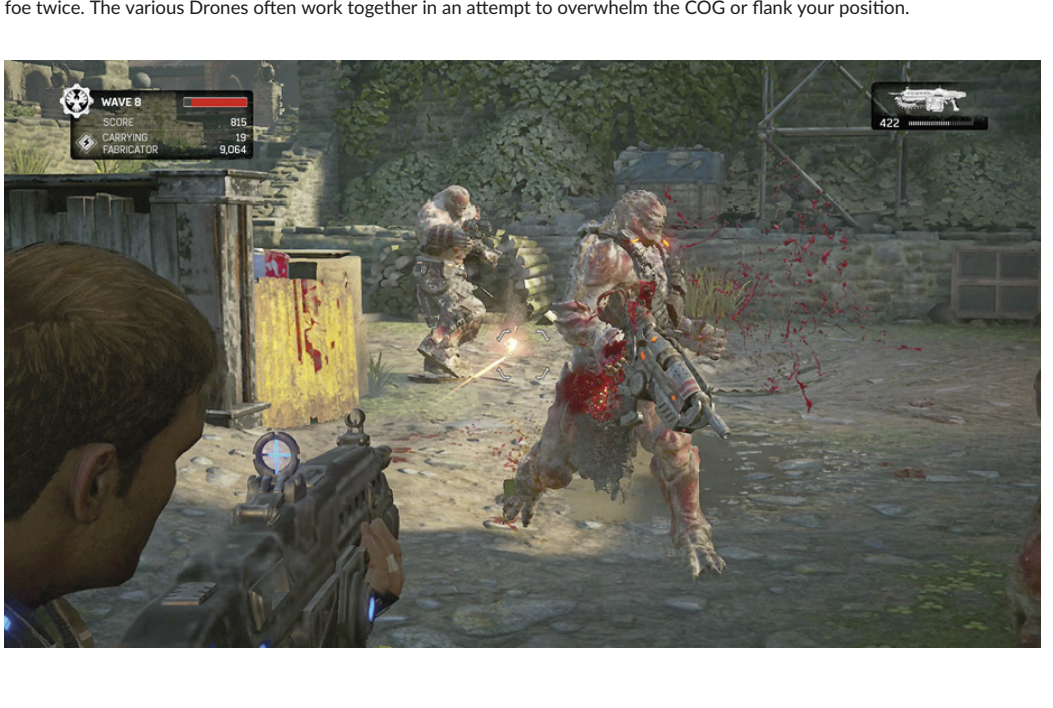


SWARM DRONE

Weapon(s): Hammerburst

Power Dropped: 60 (120)

Swarm Drones are the Swarm equivalent of the Peace Makers. They only carry Hammerbursts and are relatively easy to take down. Drones help each other out when downed, so be sure to finish these guys off or you may find yourself fighting the same foe twice. The various Drones often work together in an attempt to overwhelm the COG or flank your position.

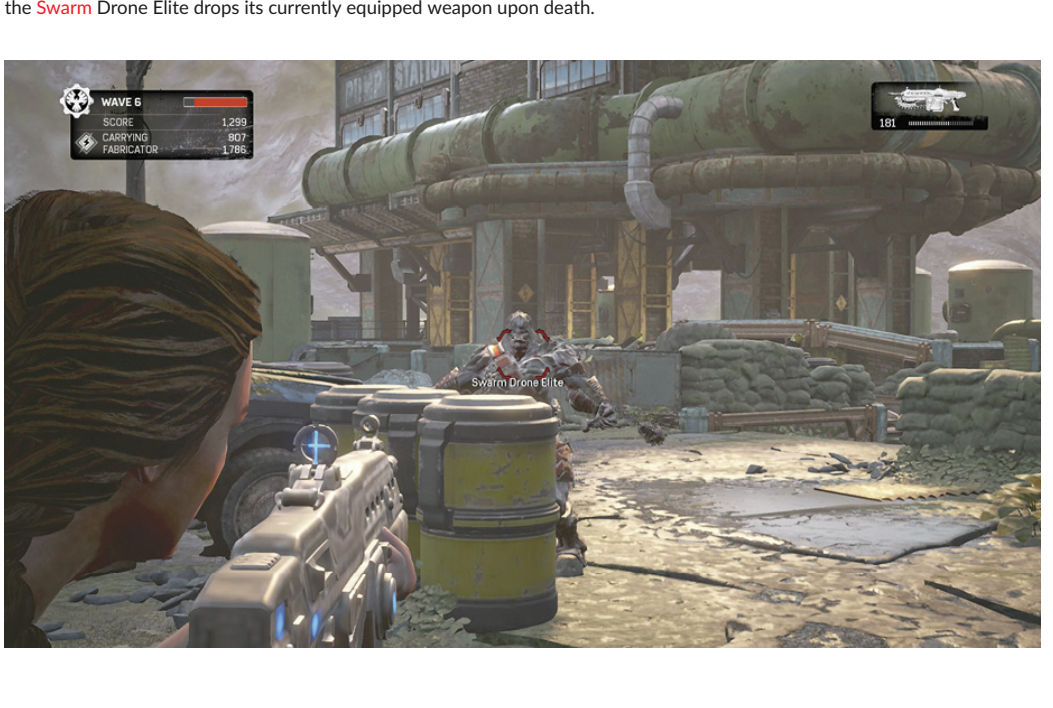


SWARM DRONE ELITE

Weapon(s): Lancer, Gnasher, Frag Grenade

Power Dropped: 200 (400)

Swarm Drone Elites fight smarter than the Swarm Drones. Equipped with a Lancer automatic rifle, Gnasher shotgun, and a Frag Grenade, they possess a variety of ways to take you down. When behind cover, they usually fire the rifle, but will toss a grenade or use the Gnasher depending on the situation. When fighting in close proximity, they switch to the Gnasher—swinging the weapon if caught next to the foe. Once in trouble, they tend to flee back to cover, so finish them off quickly. Note the Swarm Drone Elite drops its currently equipped weapon upon death.

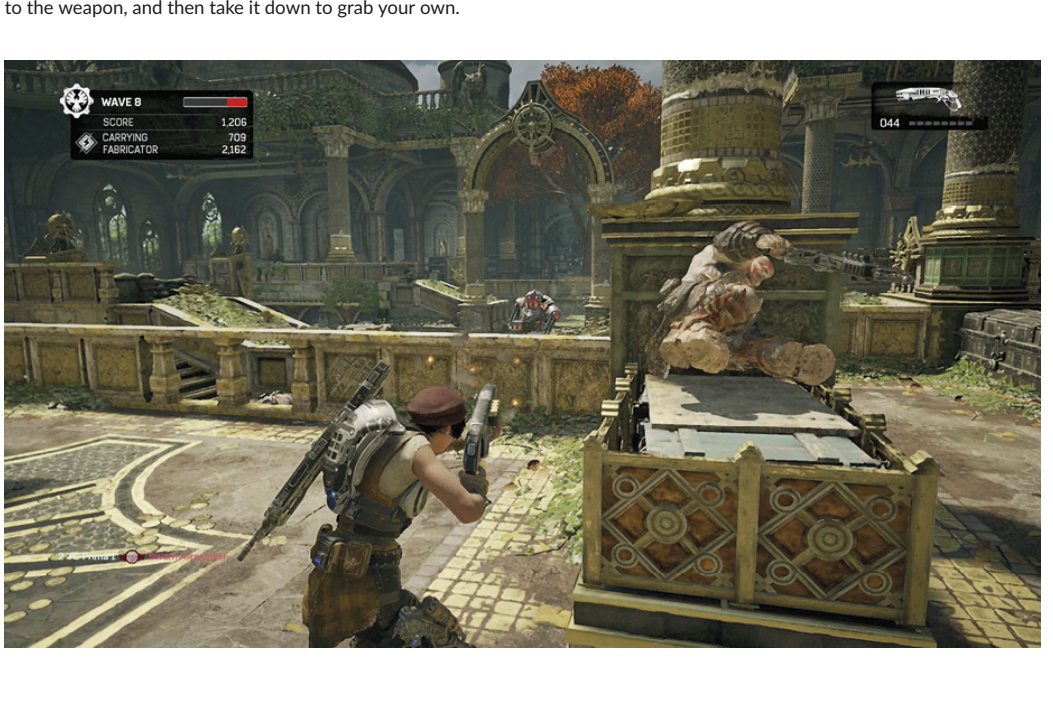


SWARM GRENADIER

Weapon(s): Boltok, Gnasher, Frag Grenade

Power Dropped: 100 (200)

Swarm Grenadiers are equipped for big damage. They mix up their attacks as well as their movement, moving in close for quick melee swipes before scurrying back to cover. Take these guys out from behind cover to avoid losing too much health. Unless you are Heavy class or picked up a Heavy's pistol, this is your only opportunity to get a Boltok. Wait for a Grenadier to switch to the weapon, and then take it down to grab your own.



SWARM HUNTER

Weapon(s): Torque Bow

Power Dropped: 100 (200)

Swarm Hunters are similar to Drones, but carry the explosive Torque Bow. Watch for a glow from the tip of the arrow and dodge out of the way once it is fired to avoid taking damage. Reloading after each shot gives you an opportunity to move in for the kill, or at least reach a closer piece of cover. If you are proficient at the Torque Bow, pick up the Hunter's loot once it's taken down.

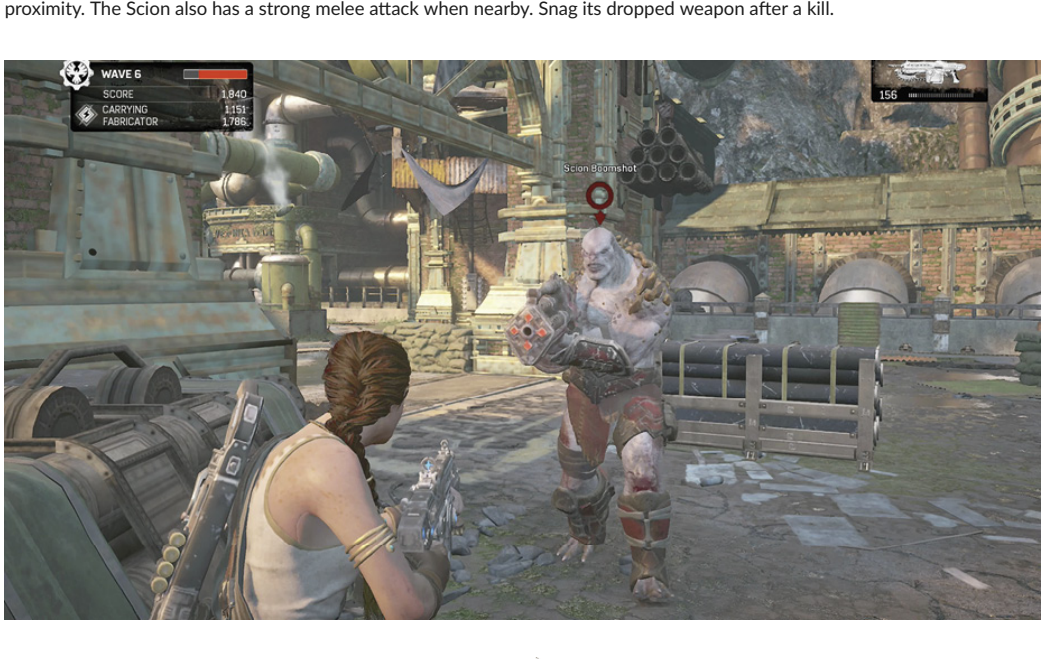
WAVE 8
SCORE 523
CARRYING 207
FABRICATOR 4,259
BONUS OBJECTIVE
2/10
0:01
010

SCION

Weapon(s): Boomshot, Buzzkill, Dropshot, or Mulcher

Power Dropped: ~300 (600)

Scions come in four varieties, depending on the heavy weapon they carry: Scion Boomshot, Scion Buzzkill, Scion Dropshot, and Scion Mulcher. They all present a big danger to players with the powerful guns and greater amounts of health. Like the DR-1 Protector, the Scion refuses to hide, walking straight at its target as it shoots its firearm. Focus on its head for a quicker kill, staying behind cover whenever possible. Watch for the explosive weapons, as they damage the player when detonated in close proximity. The Scion also has a strong melee attack when nearby. Snag its dropped weapon after a kill.

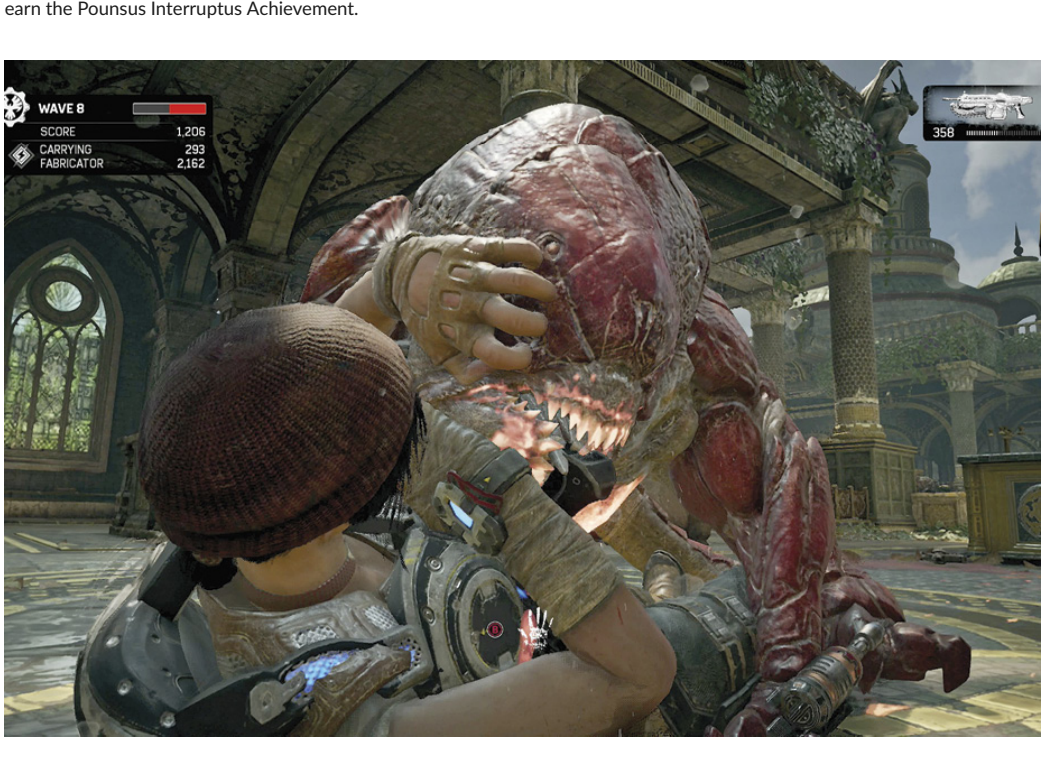


POUNCER

Weapon(s): None

Power Dropped: 300 (600)

Pouncers are big armored rodents that live up to their name by pouncing on their targets. If one jumps on you, rapidly press the B button to knock it off. From a distance it throws projectiles from its tail, and up close it performs a swift melee strike. Hit its weak spot, indicated by the glowing mark on the belly, for greater damage. Keep this guy in sight, because it can clear a great distance in a single hop. Once you finally find a Pouncer, catch it mid-pounce with a shotgun blast or chainsaw Execution to earn the Pounsus Interruptus Achievement.



BOSS—CARRIER

Weapon(s): None

Power Dropped: 1000 (2000)

The Carrier doesn't carry any weapons, but it does possess some devastating attacks. It opens its chest cavity when readying its projectiles. While it is exposed, hit this weak spot with your best weapons. At this point, it launches six organic missiles into the air. They track enemy movement until they expand, at which point they fire toward their targets. They are able to independently target players or fortifications and leave behind an acidic ooze on impact. This acidic hazard quickly eats away at players and fortifications. If the team is quick enough, these can be shot out of the air. To avoid the attack, run and dodge out of the way just after they open up. If possible, move fortifications out of the way of any acidic discharge.

The Carrier also has the ability to fire one or two of these projectiles straight ahead, so always stay alert. This attack doesn't give as much warning, since the Carrier barely opens up to fire them.

If you are caught too close to the boss, it grabs and slams you to the ground, killing you on impact. It is also able to smash the ground with its heavy forearms and cause players to stumble around, as well as do big damage to any nearby fortifications.

BOSS—SNATCHER

Weapon(s): None

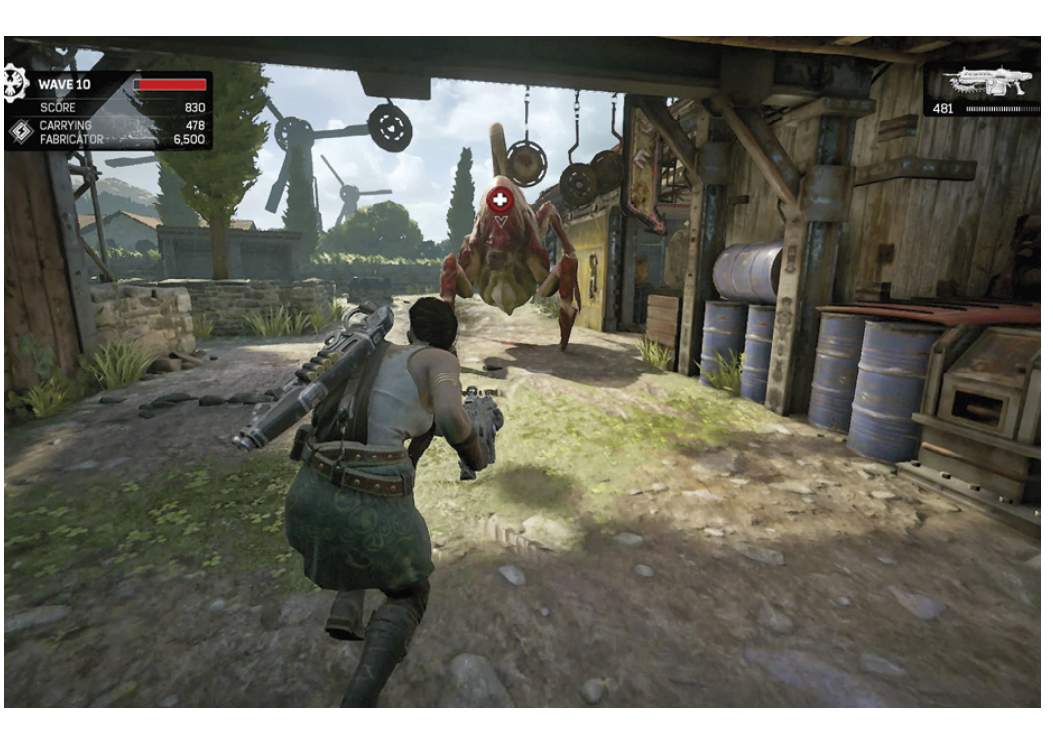
Power Dropped: 1000 (2000)

The smallest of the Swarm bosses, the Snatcher walks on four claws and possesses a sharp, powerful tail. Watch for this rear appendage to glow as it prepares an attack. Dodge to the side as it snaps forward to avoid the sharp quill. Maximize your damage by aiming for the glowing tail whenever possible.

Try to keep your distance from this foe. It can quickly stab with one or two of its front appendages. It also possesses the ability to spew out an acidic bile that damages anyone caught in the immediate area. Steer clear until the toxin is gone. Don't take your eyes off this creature. It has some serious hops, giving it the ability to close in on its prey in a hurry.

If you are DBNO near the boss, you may soon learn how it got its name. It goes into a frenzy, rushes quickly toward the victim, and snatches the downed player—swallowing it whole. As it focuses on the downed player, take advantage of the distracted foe by lighting it up. Once the player has been snatched, the rest of the team must concentrate gunfire on the swollen stomach until the teammate is freed. Watch out, as acid is also released that does damage to anyone in the immediate area. If you fail to free the player in time, the boss eventually releases the dead player out the back.

The boss is merciless against fortifications, so do not be afraid to pick up and move any that are in the way before they are destroyed.



BOSS—SWARMAK

Weapon(s): Dual Machine Guns, Rocket Launcher

Power Dropped: 1600 (3200)

With twin cannons strapped to its arms and a rocket launcher on its head, the Swarmak is intimidating at first sight. Anytime the two arm cannons face forward, you should move for cover, because powerful gunfire comes quick. Whenever the boss faces your way, keep an eye on the rocket launcher. It does devastating damage, and you don't want these projectiles catching you off guard. The weapons have been encased in a crystalized substance that effectively makes them invulnerable—do not try and destroy them!

Eight blisters—two on each leg, one on the belly, another on its chin, and two on its tail—are weak spots that inflict extra damage when hit. After causing enough damage to one of these blisters, it falls off. It is not necessary to remove them all, but the extra damage is vital to taking this beast down. If one player can distract the boss while avoiding its attacks, the others can focus their weapons on the side and rear blisters. Take them all out, and the Swarmak is instantly destroyed.

You are not safe behind cover against the Swarmak. Its rocket barrage causes great harm, or it simply steps over to stomp you into the ground.

WAVE 10
SCORE -35
CARRYING 0
FABRICATOR 7,500
536

Horde 3.0

Fortifications

BARRIERS

Slows down/Stops enemies

Barrier Cost

ICON	LEVEL	COST	HEALTH
	1	2000	2500
	2	3000	4000
	3	5000	7000
	4	8000	11750

Barriers slow enemies down as they attempt to walk through the fortification. At Levels 3 and 4, enemies are stopped as they attempt to destroy the defenses. Focus sentries and turrets at Barriers to take advantage of the slowed enemies.

DECOYS

Attracts enemies

Decoy Cost

ICON	LEVEL	COST	HEALTH
	1	3000	2500
	2	4500	4000
	3	7000	6500
	4	10500	10000

Decoys attract the attention of nearby enemies, keeping their gunfire off players and other fortifications. They can only absorb so much damage, though, so you must keep them repaired or let them fall. Decoys gain health as the Fabricator level increases. Use these to protect more valuable fortifications, such as sentries.

MG SENTRIES

Attacks enemies in range

Sentry Cost

ICON	LEVEL	COST	HEALTH	AMMO
	1	8000	2000	300
	2	10000	3000	350
	3	14000	5000	450
	4	22000	9000	675

Sentries automatically attack enemies who enter their attack cone. They don't require a player to fire, but they also don't pack the raw power of the turret. They attack without bias, so assist them since they do not take your target into account. Take advantage of slowed enemies by pairing this machine with a Barrier. The gun downs enemies, but tends not to finish them off, so beware of enemy soldiers picking up their comrades and negating the sentry's efforts. When you have unguarded entry points, a sentry acts as an alarm as enemies enter your base. Note that a sentry's kills are credited to the purchaser or updater. They have limited ammunition, which is refilled when repaired with the Repair Tool.

SHOCK SENTRIES

Stuns and slows enemies

Shock Sentry Cost

ICON	LEVEL	COST	HEALTH	AMMO
	1	8000	1500	15
	2	10000	2500	20
	3	14000	4000	25
	4	22000	6500	30

Automatically firing electrically charged shots at nearby foes, the Shock Sentry stuns and slows its targets. Its aiming arc is narrower than the sentry's, giving it tighter focus. Keep it safe behind a wall if possible and focus its attention at slender paths. Ammo is limited, but it can be refilled by repairing with the Repair Tool.

TURRETS

Manned heavy turret

Turret Cost

ICON	LEVEL	COST	HEALTH	AMMO
	1	10000	4000	200
	2	15000	6000	275
	3	25000	8000	350
	4	40000	12000	500

A turret is a powerful weapon emplacement that requires a player to operate it. Much like the Mulcher, the accuracy suffers greatly the longer it is fired, but it is still great for mowing down weaker enemies. Hold the Aim button to zoom in on your targets. Keep an eye out for incoming explosives, since you are extremely vulnerable. The turret is more powerful than sentries, but since it takes away a teammate, sentries tend to be a better choice. Manning a turret is a great way to rack up some kills and easy XP. The turret overheats as you fire it for long periods. As you shoot, the white bar rises. Once full, the gun overheats and is unusable for a period of time. Quickly tap RB to cool it off immediately. It has limited ammo, which can be refilled with the Repair Tool, but it does cost power.

WEAPONS LOCKER

Stores and reloads weapon(s)

Weapons Locker Cost and Guns Stored

ICON	LEVEL	COST	HEALTH	WEAPON(S) STORED
	1	6000	2000	1
	2	7500	3000	2
	3	10500	5250	3
	4	15000	10000	4

Weapons lockers can be extremely helpful for the team, especially once they are upgraded to Level 4. Place a weapon in the locker to store it for later. After a very short time, the gun is fully loaded and ready for more action. Each upgrade increases the number of weapons that can be stored. Place a weapons locker well behind your defenses to keep it safe.

Level Progression

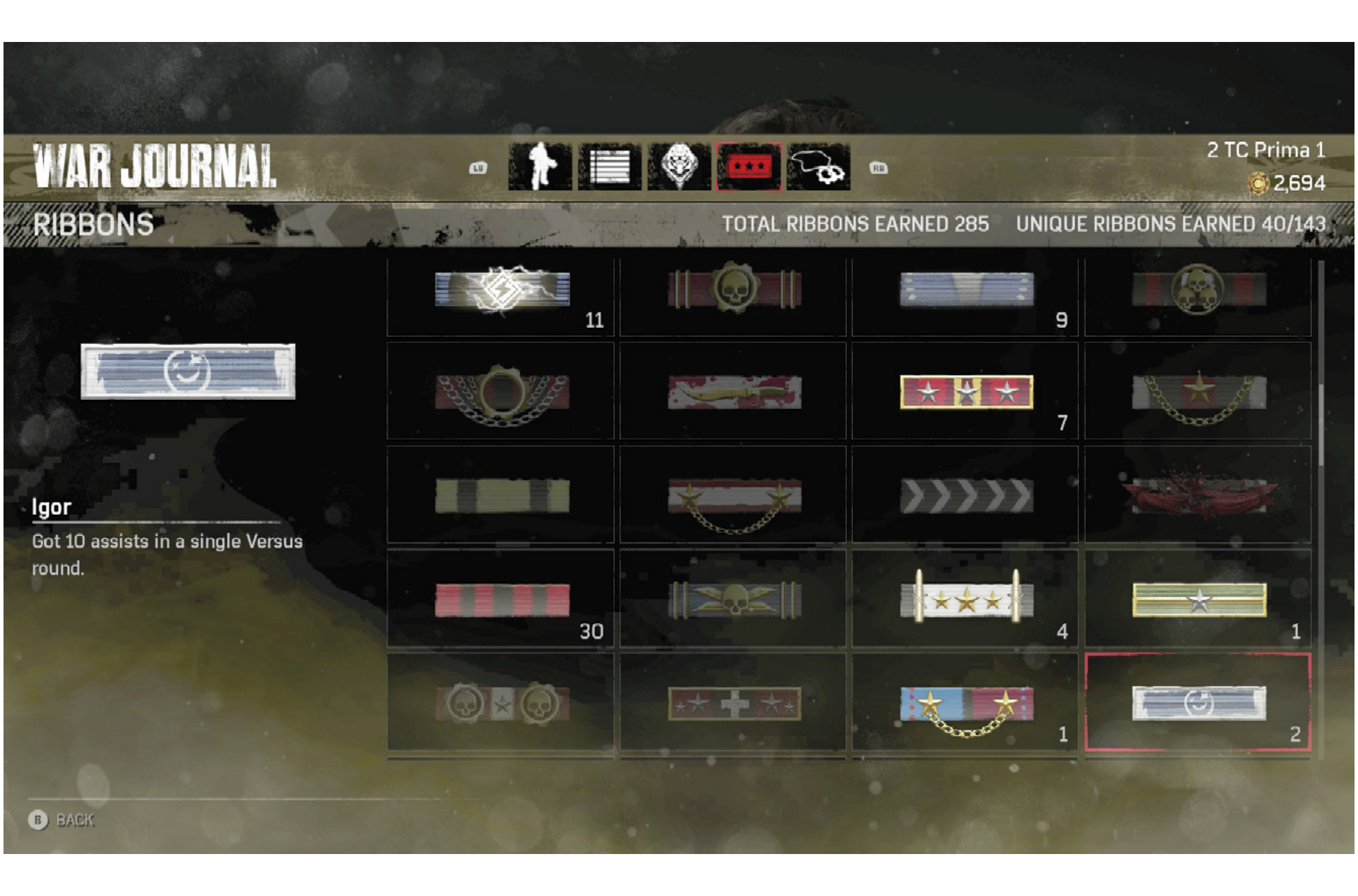
Participating in online matches earns XP toward your profile. Based on the following table, reaching the indicated quantities increases your level. Once you reach level 100, you are given the opportunity to Re-Up—indicated by a star in your War Journal. This resets your XP to 0, returning your level to 1. Each time you Re-Up, your rank is increased by 1. As you progress through the 10 ranks, Gears Packs and special Emblems are earned.

XP Required for each Level

LEVEL	RE-UP 0	RE-UP 1	RE-UP 2	RE-UP 3	RE-UP 4	RE-UP 5	RE-UP 6	RE-UP 7	RE-UP 8	RE-UP 9
1	0	0	0	0	0	0	0	0	0	0
2	1000	1040	1080	1120	1160	1200	1240	1280	1320	1400
3	2200	2300	2400	2500	2600	2700	2800	2900	3000	3200
4	3600	3780	3960	4140	4320	4500	4680	4860	5040	5400
5	5200	5480	5760	6040	6320	6600	6880	7160	7440	8000
6	7000	7400	7800	8200	8600	9000	9400	9800	10200	11000
7	9000	9540	10080	10620	11160	11700	12240	12780	13320	14400
8	11200	11900	12600	13300	14000	14700	15400	16100	16800	18200
9	13600	14480	15360	16240	17120	18000	18880	19760	20640	22400
10	16200	17280	18360	19440	20520	21600	22680	23760	24840	27000
11	19000	20300	21600	22900	24200	25500	26800	28100	29400	32000
12	22000	23540	25080	26620	28160	29700	31240	32780	34320	37400
13	25200	27000	28800	30600	32400	34200	36000	37800	39600	43200
14	28600	30680	32760	34840	36920	39000	41080	43160	45240	49400
15	32200	34580	36960	39340	41720	44100	46480	48860	51240	56000
16	36000	38700	41400	44100	46800	49500	52200	54900	57600	63000
17	40000	43040	46080	49120	52160	55200	58240	61280	64320	70400
18	44200	47600	51000	54400	57800	61200	64600	68000	71400	78200
19	48600	52380	56160	59940	63720	67500	71280	75060	78840	86400
20	53200	57380	61560	65740	69920	74100	78280	82460	86640	95000
21	58000	62600	67200	71800	76400	81000	85600	90200	94800	104000
22	63000	68040	73080	78120	83160	88200	93240	98280	103320	113400
23	68200	73700	79200	84700	90200	95700	101200	106700	112200	123200
24	73600	79580	85560	91540	97520	103500	109480	115460	121440	133400
25	79200	85680	92160	98640	105120	111600	118080	124560	131040	144000
26	85000	92000	99000	106000	113000	120000	127000	134000	141000	155000
27	91000	98540	106080	113620	121160	128700	136240	143780	151320	166400
28	97200	105300	113400	121500	129600	137700	145800	153900	162000	178200
29	103600	112280	120960	129640	138320	147000	155680	164360	173040	190400
30	110200	119480	128760	138040	147320	156600	165880	175160	184440	203000
31	117000	126900	136800	146700	156600	166500	176400	186300	196200	216000
32	124000	134540	145080	155620	166160	176700	187240	197780	208320	229400
33	131200	142400	153600	164800	176000	187200	198400	209600	220800	243200
34	138600	150480	162360	174240	186120	198000	209880	221760	233640	257400
35	146200	158780	171360	183940	196520	209100	221680	234260	246840	272000
36	154000	167300	180600	193900	207200	220500	233800	247100	260400	287000
37	162000	176040	190080	204120	218160	232200	246240	260280	274320	302400
38	170200	185000	199800	214600	229400	244200	259000	273800	288600	318200
39	178600	194180	209760	225340	240920	256500	272080	287660	303240	334400
40	187200	203580	219960	236340	252720	269100	285480	301860	318240	351000
41	196000	213200	230400	247600	264800	282000	299200	316400	333600	368000
42	205000	223040	241080	259120	277160	295200	313240	331280	349320	385400
43	214200	233100	252000	270900	289800	308700	327600	346500	365400	403200
44	223600	243380	263160	282940	302720	322500	342280	362060	381840	421400
45	233200	253880	274560	295240	315920	336600	357280	377960	398640	440000
46	243000	264600	286200	307800	329400	351000	372600	394200	415800	459000
47	253000	275540	298080	320620	343160	365700	388240	410780	433320	478400
48	263200	286700	310200	333700	357200	380700	404200	427700	451200	498200
49	273600	298080	322560	347040	371520	396000	420480	444960	469440	518400
50	284200	309680	335160	360640	386120	411600	437080	462560	488040	539000
51	295000	321500	348000	374500	401000	427500	454000	480500	507000	560000
52	306000	333540	361080	388620	416160	443700	471240	498780	526320	581400
53	317200	345800	374400	403000	431600	460200	488800	517400	546000	603200
54	328600	358280	387960	417640	447320	477000	506680	536360	566040	625400
55	340200	370980	401760	432540	463320	494100	524880	555660	586440	648000
56	352000	383900	415800	447700	479600	511500	543400	575300	607200	671000
57	364000	397040	430080	463120	496160	529200	562240	595280	628320	694400
58	376200	410400	444600	478800	513000	547200	581400	615600	649800	718200
59	388600	423980	459360	494740	530120	565500	600880	636260	671640	742400
60	401200	437780	474360	510940	547520	584100	620680	657260	693840	767000
61	414000	451800	489600	527400	565200	603000	640800	678600	716400	792000
62	427000	466040	505080	544120	583160	622200	661240	700280	739320	817400
63	440200	480500	520800	561100	601400	641700	682000	722300	762600	843200
64	453600	495180	536760	578340	619920	661500	703080	744660	786240	869400
65	467200	510080	552960	595840	638720	681600	724480	767360	810240	896000
66	481000	525200	569400	613600	657800	702000	746200	790400	834600	923000
67	495000	540540	586080	631620	677160	722700	768240	813780	859320	950400
68	509200	556100	603000	649900	696800	743700	790600	837500	884400	978200
69	523600	571880	620160	668440	716720	765000	813280	861560	909840	1006400
70	538200	587880	637560	687240	736920	786600	836280	885960	935640	1035000
71	553000	604100	655200	706300	757400	808500	859600	910700	961800	1064000
72	568000	620540	673080	725620	778160	830700	883240	935780	988320	1093400
73	583200	637200	691200	745200	799200	853200	907200	961200	1015200	1123200
74	598600	654080	709560	765040	820520	876000	931480	986960	1042440	1153400
75	614200	671180	728160	785140	842120	899100	956080	1013060	1070040	1184000
76	630000	688500	747000	805500	864000	922500	981000	1039500	1098000	1215000
77	646000	706040	766080	826120	886160	946200	1006240	1066280	1126320	1246400
78	662200	723800	785400	847000	908600	970200	1031800	1093400	1155000	1278200
79	678600	741780	804960	868140	931320	994500	1057680	1120860	1184040	1310400
80	695200	759980	824760	889540	954320	1019100	1083880	1148660	1213440	1343000
81	712000	778400	844800	911200	977600	1044000	1110400	1176800	1243200	1376000
82	729000	797040	865080	933120	1001160	1069200	1137240	1205280	1273320	1409400
83	746200	815900	885600	955300	1025000	1094700	1164400	1234100	1303800	1443200
84	763600	834980	906360	977740	1049120	1120500	1191880	1263260	1334640	1477400
85	781200	854280	927360	1000440	1073520	1146600	1219680	1292760	1365840	1512000
86	799000	873800	948600	1023400	1098200	1173000	1247800	1322600	1397400	1547000
87	817000	893540	970080	1046620	1123160	1199700	1276240	1352780	1429320	1582400
88	835200	913500	991800	1070100	1148400	1226700	1305000	1383300	1461600	1618200
89	853600	933680	1013760	1093840	1173920	1254000	1334080	1414160	1494240	1654400
90	872200	954080	1035960	1117840	1199720	1281600	1363480	1445360	1527240	1691000
91	891000	974700	1058400	1142100	1225800	1309500	1393200	1476900	1560600	1728000
92	910000	995540	1081080	1166620	1252160	1337700	1423240	1508780	1594320	1765400
93	929200	1016600	1104000	1191400	1278800	1366200	1453600	1541000	1628400	1803200
94	948600	1037880	1127160	1216440	1305720	1395000	1484280	1573560	1662840	1841400
95	968200	1059380	1150560	1241740	1332920	1424100	1515280	1606460	1697640	1880000
96	988000	1081100	1174200	1267300	1360400	1453500	1546600	1639700	1732800	1919000
97	1008000	1103040	1198080	1293120	1388160	1483200	1578240	1673280	1768320	1958400
98	1028200	1125200	1222200	1319200	1416200	1513200	1610200	1707200	1804200	1998200
99	1048600	1147580	1246560	1345540	1444520	1543500	1642480	1741460	1840440	2038400
100	1069200	1170180	1271160	1372140	1473120	1574100	1675080	1776060	1877040	2079000

Appendices

Ribbon Awards



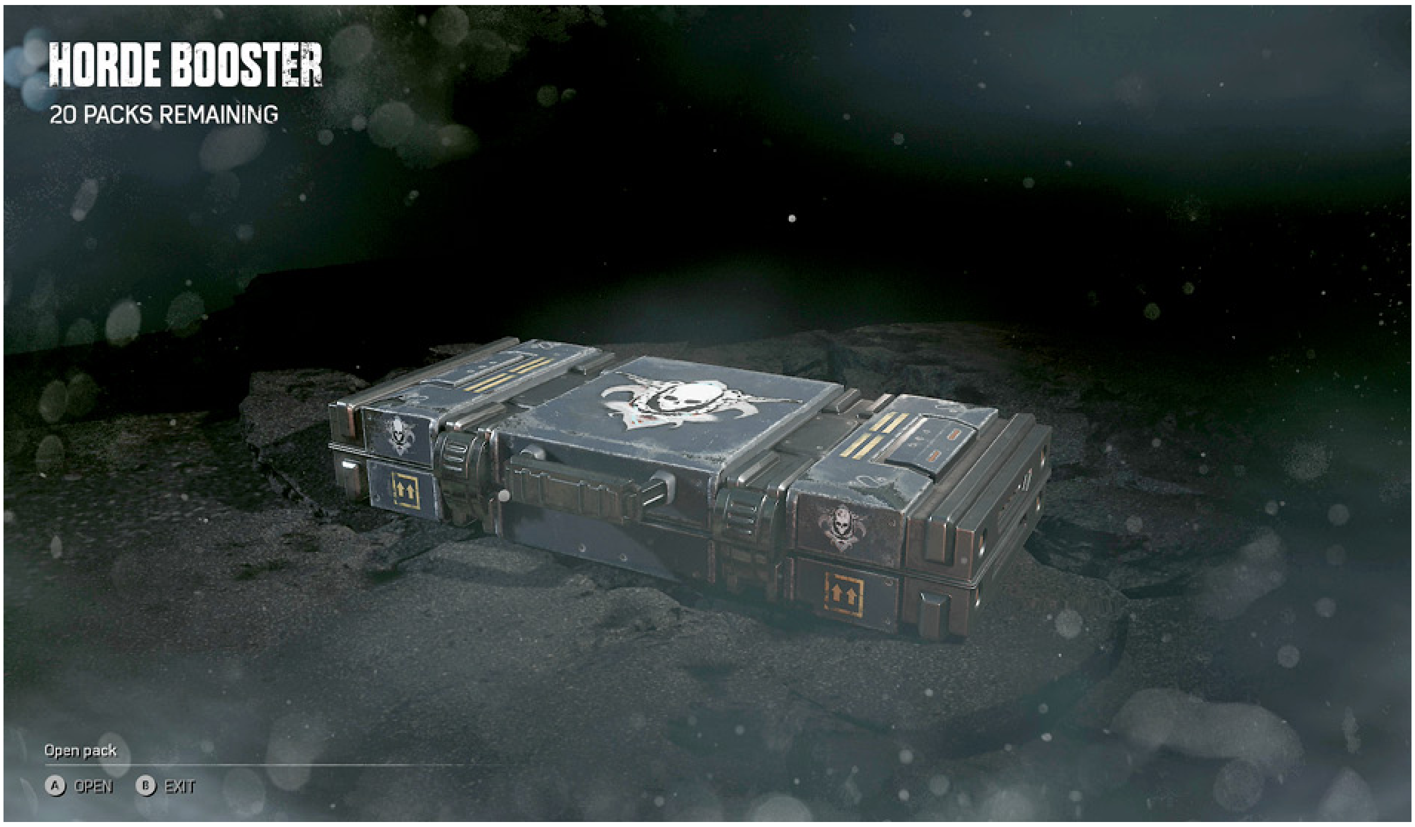
Ribbons are awarded every round based on your performance, earning bonus XP for each one. Check out your War Journal to see how many of each you have received.

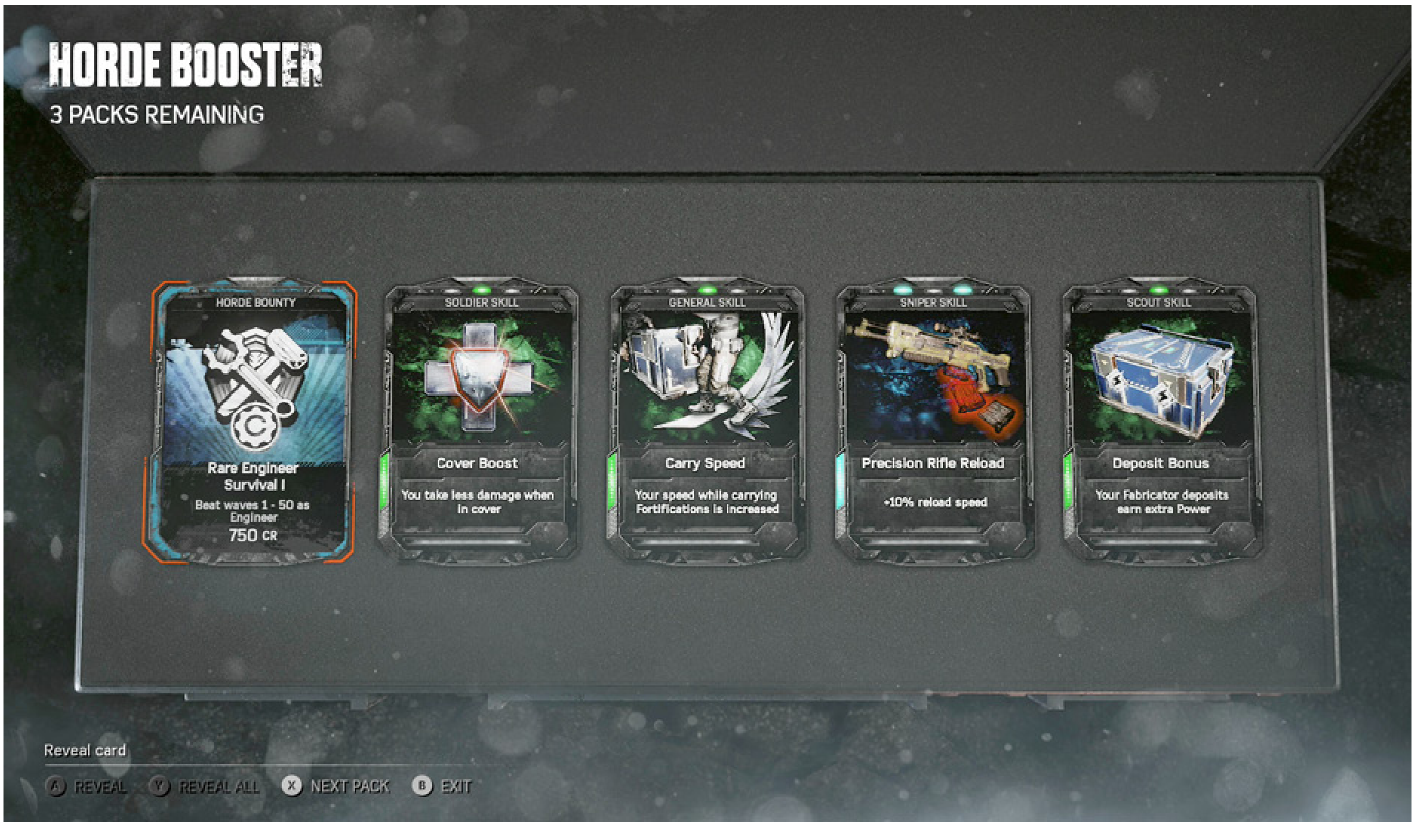
ICON	RIBBON	XP	MODE	DESCRIPTION
	10-56 In Progress	100	Versus	Do damage to an enemy that killed themselves in a Versus match.
	3rd and Long	125	Versus, Horde	Kill an enemy by downing that enemy three times in a Versus or Horde match.
	Annihilation	50	Versus	Be on a team where your whole team is alive and the enemy team is all dead in Team Deathmatch.
	Apex Predator	50	Versus	Win a Versus match where you were the last man standing.
	Aww Man...	50	Versus (Dodgeball)	Be in the process of respawning when a Dodgeball match ended.
	Bagman	50	Versus (Guardian)	Kill the leader in a Guardian match.
	Better Man	100	Versus	Win a sudden death situation in a Versus match.
	Big Exit	75	Versus, Horde	Kill an enemy while grenade tagged.
	Big Ol' Hero	100	Versus (Dodgeball)	Win a Dodgeball match where you were the last man standing.
	Big Poppa	25	Versus (Execution, Warzone)	Kill an enemy with one shot in an Execution or Warzone match.
	Boombardier	50	Versus, Horde	Kill multiple enemies with a single explosive shot in Versus or Horde.
	Bravado	25	Versus (Guardian)	Win in sudden death as the last man standing in a Guardian match.
	Brotherhood in Battle	50	Versus (TDM)	Respawn with at least three teammates in respawn wave in Team Deathmatch.
	Carmine's Star	100	Versus	Have the most headshot deaths in a Versus match.
	Chain Lightning	50	Versus	Shocked 2 enemies with the same planted Shock Grenade in a Versus match.
	Charge	100	Versus, Horde	Bayonet Charge 3 enemies in a row in Versus or Horde.
	Clear!	100	Versus, Horde	Most revives in Versus or Horde.
	Close Shave	125	Versus (TDM)	Win a Team Deathmatch round by 1.
	Clusterluck	100	Versus, Horde	Kill multiple enemies with a single Frag Grenade in Versus or Horde.
	Clutch	25	Versus	Kill at least three enemies, as the last man out, to win a Versus round.
	Combat Engineer	150	Horde	Build, repair, or upgrade 5 fortifications during wave half time.
	Complete Resurrection	100	Versus (Dodgeball)	Be on a team that went from one living player back to five living players in a Dodgeball match.
	Construction Worker	20	Horde	Upgrade the Fabricator.
	Contender	75	Versus, Horde	Have the most melee hits in Versus or Horde.
	Coup de Grâce	50	Versus, Horde	Get the final kill with an execution in Versus or Horde.
	Dead Ringer	100	Versus (KotH, Escalation)	Win by shutting out the enemy team in King of the Hill or Escalation.
	Dead Weight	50	Versus (Dodgeball)	Be brought back twice in a Dodgeball round.
	Death From Below	75	Versus	Kill an enemy with a grenade while you are down but not out in a Versus match.
	Death From Beyond	25	Versus, Horde	Kill an enemy while you are dead in Versus or Horde.
	Demolition Man	100	Versus, Horde	Kill multiple enemies with a single Dropshot shot in Versus or Horde.
	Diversity	50	Horde	Win a Horde match with a team that had no duplicate classes.
	Downer	75	Versus, Horde	Down 5 enemies who are then killed by another player.
	Downtime	75	Versus (Execution, Warzone)	Die with the first 15 seconds of an Execution or Warzone match.
	Duelist	75	Versus (KotH, Escalation)	Kill an enemy while both of you are in the same ring in King of the Hil or Escalation.
	Equal Opportunity	50	Horde	Kill one of each enemy type in a Horde wave.Horde
	Evasive	100	Versus, Horde	Take the least amount of damage in Versus or HordeVersus, Horde
	Executioner	125	Versus	Get the most executions in a Versus match.
	Eyes On The Prize	75	Versus (KotH)	Earn the most ring points in King of the Hill.
	FIFO	150	Versus	Die first in a Versus round.
	Final Word	50	Versus, Horde	Get the final kill in Versus or Horde.
	Financier	150	Horde	Deposit 5,000 power into the Fabricator.
	First to Fight	150	Versus	Get the first kill in every round of a Versus match.
	First!	125	Versus, Horde	Got the first kill in Versus or Horde.
	Fish in a Barrel	100	Versus (KotH, Escalation)	Kill 3 enemies holding a ring in King of the Hill or Escalation.
	Getting It Done	75	Versus (Guardian)	Kill the leader, as the leader, in a Guardian match.
	Gladiator	75	Versus (Execution, Warzone)	Kill an enemy using the knife execution in an Execution or Warzone match.
	Go On Without Me	25	Horde	Complete the wave as the only dead player.
	Grenadier	100	Versus, Horde	Have the most grenade kills in Versus or Horde.
	Guys? Hello?	25	Versus, Horde	Spent the most time down but not out in Versus or Horde.
	Hail Mary	50	Versus, Horde	Killed an enemy who was at least 200 feet away with the Boomshot or RL-4 Salvo in Versus or Horde.
	Hair Trigger	75	Versus (Arms Race)	Kill an enemy within 1 second of receiving a new gun in Arms Race.
	Happy Ending	50	Versus (Arms Race)	Kill an enemy with the final weapon in an Arms Race match.
	Hat Trick	150	Versus, Horde	Headshot 3 enemies in a row in Versus or Horde.
	Headhunter	100	Versus, Horde	Have the most headshots in Versus or Horde.
	Helping Hand	75	Versus, Horde	Assisted teammates 10 times in Versus or Horde.
	High ROI	75	Horde	Kill 5 enemies with a weapon from the Fabriator.
	Hunter	75	Versus (TDM)	Kill every enemy once in Team Deathmatch.
	I Gotcha	25	Horde	Revive all four of your teammates in a single wave.
	I Know Kung-Fu	75	Versus, Horde	Couter a close cover combat move.
	Igor	50	Versus	Get 10 assists in a single Versus round.
	I'm Fine	50	Versus	Self-revive twice during a Versus match.
	Industrious	100	Horde	Use more than one Deebee weapon to kill a single enemy.
	Inside Out	150	Versus, Horde	Kill an enemy with a Dropshot headshot in a Versus match.
	Killjoy	100	Versus	Kill an enemy who had a kill streak of 5 or more in a Versus match.
	King Slayer	50	Versus (KotH, Escalation)	Kill an enemy holding a ring in King of the Hill or Escalation.
	Last Hope	150	Horde	Complete a wave as the only player alive.
	Last Man Out	100	Versus, Horde	Be the only surviving member of your team in Versus or Horde.
	Last Resort	75	Versus (KotH)	Break a ring when the enemy team needed 5 or less points to win in King of the Hill.
	Lead By Example	75	Versus (Guardian)	Kill five enemies as the leader in a Guardian round.
	Leave It All On The Field	50	Versus (Escalation)	Enter the final possible round with a tie score in an Escalation match.
	Like A Boss	150	Horde	Completed a boss wave while not dead nor DBNO.
	Lock and Load	25	Versus (Escalation)	Place a weapon in an Escalation match.
	Long Hauler	150	Horde	Complete all 50 waves in a single session.
	Lumberjack	100	Versus, Horde	Chainsaw 3 enemies in a row in Versus or Horde.
	Master of the Zone	50	Versus (Execution, Warzone)	Be the last man standing on your team in a round and win the round in an Execution or Warzone match.
	Medic	125	Versus, Horde	Revive 5 teammates in Versus or Horde.
	Methodical	50	Versus, Horde	Execute 5 enemies.
	Military Intelligence	150	Versus, Horde	Mark 5 enemies who are then killed by someone else within ten seconds in Versus or Horde.
	More Guts Than Skill	75	Versus, Horde	Kill yourself at least 3 times in Versus or Horde.
	MVP	100	Versus, Horde	Have the most points in Versus or Horde.
	My House	100	Versus (Escalation)	Be on a team that wins 7 straight rounds in an Escalation match.
	Negotiations Over	75	Versus	Headshot an enemy who is holding a meatshield in a Versus match.
	Nemesis	75	Versus	Kill the same enemy 5 times in a Versus match.
	Never Had A Chance	100	Versus	Win every round of a Versus match.
	Never Surrender	75	Versus	Come from defeat to win a Versus match.
	Nice Pick	50	Versus (Escalation)	Kill an enemy with a weapon selected by the enemy team in that round of an Escalation match.
	No Ransom	50	Versus (Guardian)	Meatshield a leader in a Guardian match.
	No Respect	50	Versus	Kill the top player in a Versus match.
	No Smoking	100	Versus, Horde	Kill an enemy with a Smoke Grenade in Versus or Horde.
	No, Wait!	75	Versus, Horde	Kill an enemy who is reloading in Versus or Horde.
	Not So Fast	100	Versus, Horde	Kill an enemy who is executing a teammate in Versus or Horde.
	Not Today	50	Versus (Execution, Warzone)	Revive every member of your team in a single round of an Execution or Warzone match.
	Observer	100	Horde	Complete a wave with no kills.
	Ole!	100	Versus	Grenade tag a bayonet-charging enemy.
	Oscar Mike	25	Versus	Headshot a roadie running enemy.
	Our House	50	Versus (KotH, Escalation)	Kill an opponent who is breaking your ring in King of the Hill or Escalation.
	Out From Under	100	Versus (Escalation)	Break a domination in Escalation.
	Pacifist	125	Versus	Have more revives than kills in a Versus match.
	Phat Loot	100	Horde	Complete a bonus objective.
	Pioneer	50	Versus (KotH)	Earn the first ring point in King of the Hill.
	Pistoleer	75	Versus, Horde	Have the most pistol kills in Versus or Horde.
	Point Man	125	Horde	Pick up the most power in a wave.
	Quick Clips	75	Versus, Horde	Have the most perfect active reloads in Versus or Horde.
	Rally	50	Versus (Escalation)	Win an Escalation match afer being behind at half-time.
	Repair Man	50	Horde	Spent 1500 Power repairing fortifications.
	Ring King	100	Versus (KotH)	Capture a ring at least 3 times in a King of the Hill round.
	Ring Master	50	Versus (KotH, Escalation)	Hold a ring for 30 seconds in King of the Hill or Escalation.
	Rope-A-Dope	25	Horde	Kill 3 enemies who are distracted by a decoy.
	Rough Day	150	Versus, Horde	Die the most in Versus or Horde.
	Sacrifice	75	Versus (KotH)	Break a ring by yourself while downed in King of the Hill.
	Sapper Star	100	Versus	Kill an enemy by detonating their own planted grenade in a Versus match.
	Sawdust	100	Versus	Kill 5 enemies with a Buzzkill in a Versus match.
	Smooth Operator	75	Versus	Get the highest kill/death ration in a Versus match.
	Smorgasbord	100	Versus (Arms Race)	Kill an enemy with each weapon in Arms Race.
	So Close	100	Versus, Horde	Die within one second of either dying or self-reviving in Versus or Horde.
	Solid	50	Versus	Have more kills than deaths in a Versus match.
	Sorry, Charlie	50	Versus (Arms Race)	Kill an enemy within 2 seconds of that enemy receiving a new gun in Arms Race.
	Special Delivery	25	Versus, Horde	Kill an enemy with a bag-n-tag in Versus or Horde.
	Spray and Pray	50	Versus, Horde	Had the most blindfire kills in Versus or Horde.
	Stab Em	75	Versus, Horde	Kill an enemy with a knife execution after a close cover combat move.
	Standup Guy	50	Versus (Guardian)	Do not go DBNO nor die as the leader in a Guardian match.
	Stay Down	25	Versus	Have more downs than kills in a Versus match.
	Survivor	25	Versus	Have the most self-revives in a Versus round.
	Swift Vengeance	50	Versus	Kill the last enemy who killed you in a Versus match.
	Team Player	50	Versus, Horde	Have the most assists in Versus or Horde.
	The Cleaner	100	Versus	Get the final kill in every round of a Versus match.
	The Double	100	Versus, Horde	Kill 2 enemies within four seconds of each other.
	The Triple	125	Versus, Horde	Kill 3 enemies within four seconds of each other.
	The Quad	150	Versus, Horde	Kill 4 enemies within four seconds of each other.
	The Quinn	175	Versus, Horde	Kill 5 enemies within four seconds of each other.
	The Specialists	100	Horde	Win a Horde match with a team that was all the same class.
	The Super	25	Versus, Horde	Headshot a rolling enemy in Versus or Horde.
	Three and Out	75	Versus (Escalation)	Win an Escalation match by capturing three rings.
	Top Of The Hill	100	Versus (KotH)	Kill 5 enemies from inside a ring in King of the Hill.
	Tough Guy	50	Versus, Horde	Die the least in Versus or Horde.
	Trick Shot	75	Versus, Horde	Get a Torque Bow headshot that was also a double kill in Versus or Horde.
	Under The Radar	75	Versus	Earn no other ribbons in a Versus match.
	Unlucky Bastard	25	Versus	Be the only person on your team who died in a Versus round.
	Valiant	25	Versus (Guardian)	Valiant25Revive the leader the most times in a Guardian match.Versus (Guardian)
	Vigilant	100	Versus	Vigilant100Win a Versus match with at least 10 kills without dying.Versus
	Well Protected	75	Versus, Horde	Well Protected75Be the most revived member on your team in Versus or Horde.Versus, Horde
	You're Welcome!	100	Versus (Dodgeball)	You're Welcome!100Brought back two players in a Dodgeball round.Versus (Dodgeball)

Cards

Overview

Purchase Gears Packs from the Store to unlock Emblems, Multiplayer Characters, Weapon Skins, Horde Bounties, and Versus Bounties.


HORDE BOOSTER
20 PACKS REMAINING
Open pack
A OPEN
B EXIT


HORDE BOOSTER
3 PACKS REMAINING
HORDE BOUNTY
Rare Engineer Survival I
Beat waves 1 - 50 as Engineer
750 CR
SOLDIER SKILL
Cover Boost
You take less damage when in cover
GENERAL SKILL
Carry Speed
Your speed while carrying Fortifications is increased
SNIPER SKILL
Precision Rifle Reload
+10% reload speed
SCOUT SKILL
Deposit Bonus
Your Fabricator deposits earn extra Power
Reveal card
A REVEAL
Y REVEAL ALL
X NEXT PACK
B EXIT

Emblems

Emblems are items that affect the look of your playercard and are unlocked through Gears Packs.

Emblems

EMBLEM	RARITY	CARD SET
All Natural	Common	Launch Series Packs
Australia	Common	Launch Series Packs
Austria	Common	Launch Series Packs
Belgium	Common	Launch Series Packs
Blood Stream	Common	Launch Series Packs
Bloody Mess	Common	Launch Series Packs
Boltok Blueprint	Common	Launch Series Packs
Boomshot Blueprint	Common	Launch Series Packs
Brazil	Common	Launch Series Packs
Bulgaria	Common	Launch Series Packs
Bullet Chain	Common	Launch Series Packs
Bullseye	Common	Launch Series Packs
Buzzkill Blueprint	Common	Launch Series Packs
Canada	Common	Launch Series Packs
China	Common	Launch Series Packs
Day of the Dead	Common	Launch Series Packs
Deadman	Common	Launch Series Packs
Deathwings	Common	Launch Series Packs
Del	Common	Launch Series Packs
Doomed	Common	Launch Series Packs
Dropshot Blueprint	Common	Launch Series Packs
Embar Blueprint	Common	Launch Series Packs
Embers	Common	Launch Series Packs
Enforcer Blueprint	Common	Launch Series Packs
Field Officer	Common	Launch Series Packs
Foam	Common	Launch Series Packs
Frag Blueprint	Common	Launch Series Packs
France	Common	Launch Series Packs
Gears of War 4	Common	Starter
Gearsaw	Common	Launch Series Packs
Germany	Common	Launch Series Packs
Glory	Common	Launch Series Packs
Gnasher Blueprint	Common	Launch Series Packs
Gothic	Common	Launch Series Packs
Hammer of Dawn Blueprint	Common	Launch Series Packs
Hammerburst Blueprint	Common	Launch Series Packs
Hong Kong	Common	Launch Series Packs
Honor Bound	Common	Launch Series Packs
Hypno	Common	Launch Series Packs
Iceland	Common	Launch Series Packs
Incendiary Blueprint	Common	Launch Series Packs
Ireland	Common	Launch Series Packs
Italy	Common	Launch Series Packs
Jackbot	Common	Launch Series Packs
Japan	Common	Launch Series Packs
JD	Common	Launch Series Packs
Jinn	Common	Launch Series Packs
Kait	Common	Launch Series Packs
Korea	Common	Launch Series Packs
Lancer Blueprint	Common	Launch Series Packs
Longshot Blueprint	Common	Launch Series Packs
Marcus	Common	Launch Series Packs
Markza Blueprint	Common	Launch Series Packs
Mexico	Common	Launch Series Packs
Morningstar	Common	Launch Series Packs
Netherlands	Common	Launch Series Packs
Omen Classic	Common	Launch Series Packs
Omen Deluxe	Common	Launch Series Packs
Oscar	Common	Launch Series Packs
Outsider Kait	Common	Launch Series Packs
Outsiders	Common	Launch Series Packs
Overkill Blueprint	Common	Launch Series Packs
Phoenix Omen	Common	Launch Series Packs
Pincer	Common	Launch Series Packs
Pink Hearts	Common	Launch Series Packs
Power Surge	Common	Launch Series Packs
Retro Lancer Blueprint	Common	Launch Series Packs
Reyna	Common	Launch Series Packs
Ripper	Common	Launch Series Packs
Russia	Common	Launch Series Packs
Shock Grenade Blueprint	Common	Launch Series Packs
Singapore	Common	Launch Series Packs
Smoke Bomb Blueprint	Common	Launch Series Packs
Snub Blueprint	Common	Launch Series Packs
Spain	Common	Launch Series Packs
Swarm	Common	Launch Series Packs
Swarm Night	Common	Launch Series Packs
Sweden	Common	Launch Series Packs
The Source	Common	Launch Series Packs
Tiger	Common	Launch Series Packs
Torque Bow Blueprint	Common	Launch Series Packs
Toxic	Common	Launch Series Packs
United Arab Emirates	Common	Launch Series Packs
United Kingdom	Common	Launch Series Packs
USA	Common	Launch Series Packs
VintageReyna	Common	Launch Series Packs
Zebra	Common	Launch Series Packs
Zombie	Common	Launch Series Packs

Cards

Multiplayer Characters

Character cards allow you to select new skins for your Versus mode character.

COG Multiplayer Characters

CHARACTER	SKIN	RARITY	CARD SET
Anya	E-Day Anya	Epic	Launch Series
Baird	Armored Baird	Epic	Launch Series
V-Day Gear	V-Day Gear	Epic	Launch Series
Cole	Armored Cole	Epic	Launch Series
Cole	Dress Uniform Cole	Epic	Launch Series
Del	Armored Del	Common	Starter
Del	Color Blast Del	Epic	Launch Series
Del	Day of the Dead Del	Legendary	Launch Series
Del	Outsider Del	Epic	Launch Series
Del	Zombie Del	Legendary	Launch Series
Dom	Commando Dom	Epic	Launch Series
Hoffman	Armored Hoffman	Epic	Launch Series
Hoffman	Commando Hoffman	Epic	Launch Series
Hoffman	Dress Uniform Hoffman	Epic	Launch Series
Hoffman	E-Day Hoffman	Epic	Launch Series
E-Day Gear	E-Day Gear	Rare	Launch Series
JD	Armored JD	Common	Starter
JD	Color Blast JD	Epic	Launch Series
JD	Day of the Dead JD	Legendary	Launch Series
JD	Outsider JD	Epic	Launch Series
Kait	Armored Kait	Common	Starter
Kait	Color Blast Kait	Epic	Launch Series
Kait	Day of the Dead Kait	Legendary	Launch Series
Kait	Outsider Kait	Epic	Launch Series
Kait	Zombie Kait	Legendary	Launch Series
Marcus	Armored Marcus	Epic	Launch Series
Minh	E-Day Minh	Epic	Launch Series
Oscar	Color Blast Oscar	Epic	Launch Series
Oscar	Day of the Dead Oscar	Legendary	Launch Series
Oscar	Outsider Oscar	Common	Starter
Oscar	Zombie Oscar	Legendary	Launch Series
Reyna	Color Blast Reyna	Epic	Launch Series
Reyna	Day of the Dead Reyna	Legendary	Launch Series
Reyna	Outsider Reyna	Common	Starter
Reyna	Renegade Reyna	Epic	Launch Series
Reyna	Zombie Reyna	Legendary	Launch Series
Sam	Armored Sam	Epic	Launch Series
Sam	Dress Uniform Sam	Epic	Launch Series

Swarm Multiplayer Characters

CHARACTER	SKIN	RARITY	CARD SET
DR-1 Protector	DR-1 Protector	Epic	Launch Series
Shepherd	Color Blast Shepherd	Epic	Launch Series
Shepherd	Ninja Shepherd	Legendary	Launch Series
Shepherd	Shadow Shepherd	Legendary	Launch Series
Shepherd	Shepherd	Epic	Launch Series
Shepherd	Steel Shepherd	Legendary	Launch Series
Shepherd	Vintage Shepherd	Legendary	Launch Series
Deadeye	Deadeye	Epic	Launch Series
Swarm Drone	Color Blast Swarm Drone	Epic	Launch Series
Swarm Elite Drone	Maroon Swarm Drone	Epic	Launch Series
Swarm Elite Drone	Swarm Drone	Common	Starter
Swarm Elite Drone	Color Blast Elite Drone	Epic	Launch Series
Swarm Elite Drone	Elite Drone	Common	Starter
Swarm Elite Drone	Maroon Elite Drone	Legendary	Launch Series
Swarm Grenadier	Color Blast Swarm Grenadier	Epic	Launch Series
Swarm Grenadier	Maroon Swarm Grenadier	Epic	Launch Series
Swarm Grenadier	Swarm Grenadier	Common	Starter
Swarm Sniper	Color Blast Swarm Sniper	Epic	Launch Series
Swarm Sniper	Maroon Swarm Sniper	Epic	Launch Series
Swarm Sniper	Swarm Sniper	Common	Starter
Swarm Hunter	Color Blast Swarm Hunter	Epic	Launch Series
Swarm Hunter	Maroon Swarm Hunter	Epic	Launch Series
Swarm Hunter	Swarm Hunter	Common	Starter
Swarm Imago	Swarm Imago	Epic	Launch Series
Scion	Scion	Epic	Launch Series
Scion	Armored Scion	Epic	Launch Series
Scion	Scion Elite	Epic	Launch Series

Cards

Weapon Skins

Customize your weapons with Weapon Skins to change the look of your guns.

Weapon Skins

WEAPON SKIN	RARITY	CARD SET
Arctic Camo Gnasher	Rare	Launch Series Packs
Arctic Camo Lancer	Rare	Launch Series Packs
Arctic Camo Longshot	Rare	Launch Series Packs
Arctic Camo Snub	Rare	Launch Series Packs
Ash Camo Gnasher	Rare	Launch Series Packs
Ash Camo Lancer	Rare	Launch Series Packs
Ash Camo Longshot	Rare	Launch Series Packs
Ash Camo Snub	Rare	Launch Series Packs
Black Walnut Lancer	Common	Launch Series Packs
Black Walnut Longshot	Common	Launch Series Packs
Black Walnut Snub	Common	Launch Series Packs
Blue Bubbles Gnasher	Epic	Launch Series Packs
Blue Bubbles Lancer	Epic	Launch Series Packs
Blue Bubbles Longshot	Epic	Launch Series Packs
Blue Bubbles Snub	Epic	Launch Series Packs
Blue Hearts Gnasher	Rare	Launch Series Packs
Blue Hearts Lancer	Rare	Launch Series Packs
Blue Hearts Longshot	Rare	Launch Series Packs
Blue Hearts Snub	Rare	Launch Series Packs
Blue Trooper Gnasher	Rare	Launch Series Packs
Blue Trooper Lancer	Rare	Launch Series Packs
Blue Trooper Longshot	Rare	Launch Series Packs
Blue Trooper Snub	Rare	Launch Series Packs
Boltok	Common	Starter
Boomshot	Common	Starter
Bronze Wave Gnasher	Rare	Launch Series Packs
Bronze Wave Lancer	Rare	Launch Series Packs
Bronze Wave Longshot	Rare	Launch Series Packs
Bronze Wave Snub	Rare	Launch Series Packs
Brown Tribal Gnasher	Rare	Launch Series Packs
Brown Tribal Lancer	Rare	Launch Series Packs
Brown Tribal Longshot	Rare	Launch Series Packs
Brown Tribal Snub	Rare	Launch Series Packs
Cedar Gnasher	Common	Launch Series Packs
Cedar Lancer	Common	Launch Series Packs
Cedar Longshot	Common	Launch Series Packs
Cedar Snub	Common	Launch Series Packs
Custom Lancer	Legendary	Launch Series Packs
Dark Omen Lancer	Rare	Launch Series Packs
Dark Omen Longshot	Rare	Launch Series Packs
Dark Omen Snub	Rare	Launch Series Packs
Day of the Dead Boltok	Legendary	Launch Series Packs
Day of the Dead Boomshot	Legendary	Launch Series Packs
Day of the Dead Dropshot	Legendary	Launch Series Packs
Day of the Dead Embar	Legendary	Launch Series Packs
Day of the Dead Enforcer	Legendary	Launch Series Packs
Day of the Dead Gnasher	Legendary	Launch Series Packs
Day of the Dead Hammerburst	Legendary	Launch Series Packs
Day of the Dead Lancer	Legendary	Launch Series Packs
Day of the Dead Longshot	Legendary	Launch Series Packs
Day of the Dead Markza Mk. 1	Legendary	Launch Series Packs
Day of the Dead Overkill	Legendary	Launch Series Packs
Day of the Dead Retro Lancer	Legendary	Launch Series Packs
Day of the Dead Snub	Legendary	Launch Series Packs
Day of the Dead Torque Bow	Legendary	Launch Series Packs
Dropshot	Common	Starter
EMBAR	Common	Starter
Ember Gnasher	Rare	Launch Series Packs
Ember Lancer	Rare	Launch Series Packs
Ember Longshot	Rare	Launch Series Packs
Ember Snub	Rare	Launch Series Packs
Enforcer	Common	Starter
Foam Gnasher	Epic	Launch Series Packs
Foam Longshot	Epic	Launch Series Packs
Foam Snub	Epic	Launch Series Packs
Gnasher	Common	Starter
Gold Wave Longshot	Rare	Launch Series Packs
Gold Wave Snub	Rare	Launch Series Packs
Green Bubbles Gnasher	Epic	Launch Series Packs
Green Bubbles Lancer	Epic	Launch Series Packs
Green Bubbles Longshot	Epic	Launch Series Packs
Green Bubbles Snub	Epic	Launch Series Packs
Green Hearts Gnasher	Rare	Launch Series Packs
Green Hearts Lancer	Rare	Launch Series Packs
Green Hearts Longshot	Rare	Launch Series Packs
Green Hearts Snub	Rare	Launch Series Packs
Green Pine Gnasher	Common	Launch Series Packs
Green Pine Lancer	Common	Launch Series Packs
Green Pine Longshot	Common	Launch Series Packs
Green Pine Snub	Common	Launch Series Packs
Green Tiger Gnasher	Rare	Launch Series Packs
Green Tiger Lancer	Rare	Launch Series Packs
Green Tiger Longshot	Rare	Launch Series Packs
Green Tiger Snub	Rare	Launch Series Packs
Green Tribal Gnasher	Rare	Launch Series Packs
Green Tribal Lancer	Rare	Launch Series Packs
Green Tribal Longshot	Rare	Launch Series Packs
Green Tribal Snub	Rare	Launch Series Packs
Green Trippy Gnasher	Legendary	Launch Series Packs
Green Trippy Lancer	Legendary	Launch Series Packs
Green Trippy Longshot	Legendary	Launch Series Packs
Green Trippy Snub	Legendary	Launch Series Packs
Hammerburst	Common	Starter
Highway Gnasher	Epic	Launch Series Packs
Highway Lancer	Epic	Launch Series Packs
Highway Longshot	Epic	Launch Series Packs
Highway Snub	Epic	Launch Series Packs
Hot Pink Trooper Gnasher	Rare	Launch Series Packs
Hot Pink Trooper Lancer	Rare	Launch Series Packs
Hot Pink Trooper Longshot	Rare	Launch Series Packs
Hot Pink Trooper Snub	Rare	Launch Series Packs
Hot Rod Lancer	Rare	Launch Series Packs
Hot Rod Longshot	Rare	Launch Series Packs
Hot Rod Snub	Rare	Launch Series Packs
JDF Gnasher	Rare	Launch Series Packs
JDF Lancer	Rare	Launch Series Packs
JDF Longshot	Rare	Launch Series Packs
JDF Snub	Rare	Launch Series Packs
Jungle Camo Gnasher	Rare	Launch Series Packs
Jungle Camo Lancer	Rare	Launch Series Packs
Jungle Camo Longshot	Rare	Launch Series Packs
Jungle Camo Snub	Rare	Launch Series Packs
Knotty Pine Gnasher	Common	Launch Series Packs
Knotty Pine Lancer	Common	Launch Series Packs
Knotty Pine Longshot	Common	Launch Series Packs
Knotty Pine Snub	Common	Launch Series Packs
Lancer	Common	Starter
Longshot	Common	Starter
Marcus Tattoo Lancer	Rare	Launch Series Packs
Marcus Tattoo Longshot	Rare	Launch Series Packs
Marcus Tattoo Snub	Rare	Launch Series Packs
Markza Mk. 1	Common	Starter
Midnight Camo Gnasher	Rare	Launch Series Packs
Midnight Camo Lancer	Rare	Launch Series Packs
Midnight Camo Longshot	Rare	Launch Series Packs
Midnight Camo Snub	Rare	Launch Series Packs
Onyx Wave Gnasher	Rare	Launch Series Packs
Onyx Wave Lancer	Rare	Launch Series Packs
Onyx Wave Longshot	Rare	Launch Series Packs
Onyx Wave Snub	Rare	Launch Series Packs
Orange Bubbles Gnasher	Epic	Launch Series Packs
Orange Bubbles Lancer	Epic	Launch Series Packs
Orange Bubbles Longshot	Epic	Launch Series Packs
Orange Bubbles Snub	Epic	Launch Series Packs
Orange Hearts Gnasher	Rare	Launch Series Packs
Orange Hearts Lancer	Rare	Launch Series Packs
Orange Hearts Longshot	Rare	Launch Series Packs
Orange Hearts Snub	Rare	Launch Series Packs
Orange Tribal Gnasher	Rare	Launch Series Packs
Orange Tribal Lancer	Rare	Launch Series Packs
Orange Tribal Longshot	Rare	Launch Series Packs
Orange Tribal Snub	Rare	Launch Series Packs
Orange Trooper Gnasher	Rare	Launch Series Packs
Orange Trooper Lancer	Rare	Launch Series Packs
Orange Trooper Longshot	Rare	Launch Series Packs
Orange Trooper Snub	Rare	Launch Series Packs
Outsider Gnasher	Rare	Launch Series Packs
Outsider Longshot	Rare	Launch Series Packs
Outsider Snub	Rare	Launch Series Packs
Overkill	Common	Starter
Phoenix Omen Gnasher	Rare	Launch Series Packs
Phoenix Omen Lancer	Rare	Launch Series Packs
Phoenix Omen Longshot	Rare	Launch Series Packs
Phoenix Omen Snub	Rare	Launch Series Packs
Pine Gnasher	Common	Launch Series Packs
Pine Lancer	Common	Launch Series Packs
Pine Longshot	Common	Launch Series Packs
Pine Snub	Common	Launch Series Packs
Pink Bubbles Gnasher	Epic	Launch Series Packs
Pink Bubbles Lancer	Epic	Launch Series Packs
Pink Bubbles Longshot	Epic	Launch Series Packs
Pink Bubbles Snub	Epic	Launch Series Packs
Pink Hearts Gnasher	Rare	Launch Series Packs
Pink Hearts Lancer	Rare	Launch Series Packs
Pink Hearts Longshot	Rare	Launch Series Packs
Pink Hearts Snub	Rare	Launch Series Packs
Pink Tiger Gnasher	Rare	Launch Series Packs
Pink Tiger Lancer	Rare	Launch Series Packs
Pink Tiger Longshot	Rare	Launch Series Packs
Pink Tiger Snub	Rare	Launch Series Packs
Pink Tribal Gnasher	Rare	Launch Series Packs
Pink Tribal Lancer	Rare	Launch Series Packs
Pink Tribal Longshot	Rare	Launch Series Packs
Pink Tribal Snub	Rare	Launch Series Packs
Pink Trooper Gnasher	Rare	Launch Series Packs
Pink Trooper Gnasher	Rare	Launch Series Packs
Pink Trooper Gnasher	Rare	Launch Series Packs
Pink Trooper Snub	Rare	Launch Series Packs
Purple Bubbles Gnasher	Epic	Launch Series Packs
Purple Bubbles Lancer	Epic	Launch Series Packs
Purple Bubbles Longshot	Epic	Launch Series Packs
Purple Bubbles Snub	Epic	Launch Series Packs
Purple Tiger Gnasher	Rare	Launch Series Packs
Purple Tiger Lancer	Rare	Launch Series Packs
Purple Tiger Longshot	Rare	Launch Series Packs
Purple Tiger Snub	Rare	Launch Series Packs
Purple Tribal Gnasher	Rare	Launch Series Packs
Purple Tribal Lancer	Rare	Launch Series Packs
Purple Tribal Longshot	Rare	Launch Series Packs
Purple Tribal Snub	Rare	Launch Series Packs
Purple Trippy Gnasher	Legendary	Launch Series Packs
Purple Trippy Lancer	Legendary	Launch Series Packs
Purple Trippy Longshot	Legendary	Launch Series Packs
Purple Trippy Snub	Legendary	Launch Series Packs
Purple Trooper Gnasher	Rare	Launch Series Packs
Purple Trooper Lancer	Rare	Launch Series Packs
Purple Trooper Longshot	Rare	Launch Series Packs
Purple Trooper Snub	Rare	Launch Series Packs
Rainbow Gnasher	Rare	Launch Series Packs
Rainbow Lancer	Rare	Launch Series Packs
Rainbow Longshot	Rare	Launch Series Packs
Rainbow Snub	Rare	Launch Series Packs
Retro Lancer	Common	Starter
Rose Wave Gnasher	Rare	Launch Series Packs
Rose Wave Lancer	Rare	Launch Series Packs
Rose Wave Longshot	Rare	Launch Series Packs
Rose Wave Snub	Rare	Launch Series Packs
Silver Wave Gnasher	Rare	Launch Series Packs
Silver Wave Lancer	Rare	Launch Series Packs
Silver Wave Longshot	Rare	Launch Series Packs
Silver Wave Snub	Rare	Launch Series Packs
Sky Camo Gnasher	Rare	Launch Series Packs
Sky Camo Lancer	Rare	Launch Series Packs
Sky Camo Longshot	Rare	Launch Series Packs
Sky Camo Snub	Rare	Launch Series Packs
Snub Pistol	Common	Starter
Swamp Camo Gnasher	Rare	Launch Series Packs
Swamp Camo Lancer	Rare	Launch Series Packs
Swamp Camo Longshot	Rare	Launch Series Packs
Swamp Camo Snub	Rare	Launch Series Packs
Swarm Gnasher	Rare	Launch Series Packs
Swarm Lancer	Rare	Launch Series Packs
Swarm Longshot	Rare	Launch Series Packs
Swarm Pod Gnasher	Rare	Launch Series Packs
Swarm Pod Lancer	Rare	Launch Series Packs
Swarm Pod Longshot	Rare	Launch Series Packs
Swarm Pod Snub	Rare	Launch Series Packs
Swarm Snub	Rare	Launch Series Packs
Tan Camo Gnasher	Rare	Launch Series Packs
Tan Camo Lancer	Rare	Launch Series Packs
Tan Camo Longshot	Rare	Launch Series Packs
Tan Camo Snub	Rare	Launch Series Packs
Teacup Boltok	Rare	Launch Series Packs
Teacup Gnasher	Rare	Launch Series Packs
Teacup Lancer	Rare	Launch Series Packs
Teacup Longshot	Rare	Launch Series Packs
Teacup Snub	Rare	Launch Series Packs
Teak Gnasher	Common	Launch Series Packs
Teak Lancer	Common	Launch Series Packs
Teak Longshot	Common	Launch Series Packs
Teak Snub	Common	Launch Series Packs
Teal Tribal Gnasher	Rare	Launch Series Packs
Teal Tribal Lancer	Rare	Launch Series Packs
Teal Tribal Longshot	Rare	Launch Series Packs
Teal Tribal Snub	Rare	Launch Series Packs
Tiger Gnasher	Rare	Launch Series Packs
Tiger Lancer	Rare	Launch Series Packs
Tiger Longshot	Rare	Launch Series Packs
Tiger Snub	Rare	Launch Series Packs
Torque Bow	Common	Starter
Trippy Gnasher	Legendary	Launch Series Packs
Trippy Lancer	Legendary	Launch Series Packs
Trippy Longshot	Legendary	Launch Series Packs
Trippy Snub	Legendary	Launch Series Packs
Trooper Gnasher	Rare	Launch Series Packs
Trooper Lancer	Rare	Launch Series Packs
Trooper Longshot	Rare	Launch Series Packs
Trooper Snub	Rare	Launch Series Packs
Urban Gnasher	Common	Launch Series Packs
Urban Lancer	Common	Launch Series Packs
Urban Longshot	Common	Launch Series Packs
Urban Snub	Common	Launch Series Packs
Vintage Embar	Rare	Launch Series Packs
Vintage Enforcer	Rare	Launch Series Packs
Vintage Hammerburst	Rare	Launch Series Packs
Vintage Markza Mk. 1	Rare	Launch Series Packs
Vintage Overkill	Rare	Launch Series Packs
Vintage Torque Bow	Rare	Launch Series Packs
Warbird Lancer	Rare	Launch Series Packs
Warbird Longshot	Rare	Launch Series Packs
Warbird Snub	Rare	Launch Series Packs
Yellow Bubbles Gnasher	Epic	Launch Series Packs
Yellow Bubbles Lancer	Epic	Launch Series Packs
Yellow Bubbles Longshot	Epic	Launch Series Packs
Yellow Bubbles Snub	Epic	Launch Series Packs
Yellow Hearts Gnasher	Rare	Launch Series Packs
Yellow Hearts Lancer	Rare	Launch Series Packs
Yellow Hearts Longshot	Rare	Launch Series Packs
Yellow Hearts Snub	Rare	Launch Series Packs
Yellow Trippy Gnasher	Legendary	Launch Series Packs
Yellow Trippy Lancer	Legendary	Launch Series Packs
Yellow Trippy Longshot	Legendary	Launch Series Packs
Yellow Trippy Snub	Legendary	Launch Series Packs
Yellow Trooper Gnasher	Rare	Launch Series Packs
Yellow Trooper Lancer	Rare	Launch Series Packs
Yellow Trooper Longshot	Rare	Launch Series Packs
Yellow Trooper Snub	Rare	Launch Series Packs
Zebra Gnasher	Rare	Launch Series Packs
Zebra Lancer	Rare	Launch Series Packs
Zebra Longshot	Rare	Launch Series Packs
Zebra Snub	Rare	Launch Series Packs
Zombie Boltok	Epic	Launch Series Packs
Zombie Boomshot	Epic	Launch Series Packs
Zombie Dropshot	Epic	Launch Series Packs
Zombie Embar	Epic	Launch Series Packs
Zombie Enforcer	Epic	Launch Series Packs
Zombie Hammerburst	Epic	Launch Series Packs
Zombie Longshot	Epic	Launch Series Packs
Zombie Markza Mk. 1	Epic	Launch Series Packs
Zombie Overkill	Epic	Launch Series Packs
Zombie Retro Lancer	Epic	Launch Series Packs
Zombie Snub	Epic	Launch Series Packs
Zombie Torque Bow	Epic	Launch Series Packs

Cards

Horde Class Skills

Class Skills give you stat boosts and abilities for each class in Horde mode. Use duplicates to upgrade the skill. Purchase Horde Boosters to limit the cards you find to Horde Skills and Horde Bounties.

Horde Class Skill Cards

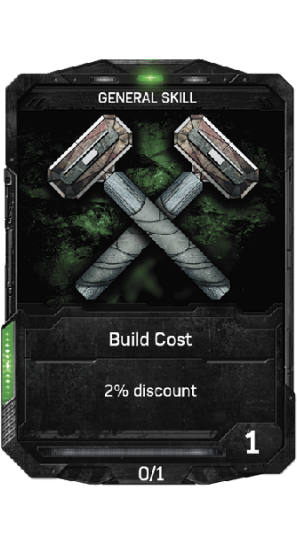
CLASS	SKILL	DESCRIPTION	RARITY	CARD SET
All	Build Cost	Your build costs are reduced	Common	Launch Series Packs
All	Carry Speed	Your speed while carrying fortifications is increased	Common	Launch Series Packs
All	Execution Bonus	Enemies you execute drop more power	Common	Launch Series Packs
All	Fortification Health	Fortifications you build have increased health	Common	Launch Series Packs
All	Team Revive	You can revive all players from the Fabricator	Rare	Launch Series Packs
Engineer	Barrier Cost	Barriers cost less for you to build	Common	Launch Series Packs
Engineer	Barrier Health	Barriers you build have increased health	Common	Launch Series Packs
Engineer	Decoy Cost	Decoys cost less for you to build	Common	Launch Series Packs
Engineer	Decoy Health	Decoys you build have increased health	Common	Launch Series Packs
Engineer	Repair Boost	Your Repair Tool is more efficient	Common	Launch Series Packs
Engineer	Sentry Capacity	Sentries you build get additional ammo	Rare	Launch Series Packs
Engineer	Sentry Cost	Sentries cost less for you to build	Rare	Launch Series Packs
Engineer	Sentry Speed	Sentries you build have an increased rate of fire	Rare	Launch Series Packs
Engineer	Turret Cost	Turrets cost less for you to build	Common	Launch Series Packs
Engineer	Turret Health	Turrets you build have increased health	Common	Launch Series Packs
Engineer	Weapons Locker Cost	Weapons Lockers cost less for you to build	Common	Launch Series Packs
Heavy	Explosive Launcher Capacity	Your explosive launchers carry more ammo	Common	Launch Series Packs
Heavy	Explosive Launcher Damage	Your explosive launchers deal more damage	Common	Launch Series Packs
Heavy	Explosive Launcher Reload	Your explosive launchers reload faster	Rare	Launch Series Packs
Heavy	Health Regeneration Boost	You regenerate health faster	Rare	Launch Series Packs
Heavy	Heavy Weapon Damage	Your heavy weapons deal more damage	Common	Launch Series Packs
Heavy	Marked Damage	You deal more damage to marked enemies	Common	Launch Series Packs
Heavy	Mortar Strike	You can call a Mortar Strike from the Fabricator	Epic	Launch Series Packs
Heavy	Pistol Expert	Your pistols do damage based on rounds in magazine	Epic	Launch Series Packs
Heavy	Turret Capacity	Turrets you build get additional ammo	Rare	Launch Series Packs
Heavy	Turret Damage	Turrets you are manning deal more damage	Rare	Launch Series Packs
Scout	Brawler	You do more melee damage and take less	Common	Launch Series Packs
Scout	Deposit Bonus	Your Fabricator deposits earn extra power	Common	Launch Series Packs
Scout	Energize	Power pickups increase your health	Rare	Launch Series Packs
Scout	Health Boost	You have health	Common	Launch Series Packs
Scout	Pickup Distance	Pick up power from further away	Common	Launch Series Packs
Scout	Rage	Your melee and shotgun damage is returned as health	Epic	Launch Series Packs
Scout	Shotgun Capacity	Your shotguns carry more total ammo	Rare	Launch Series Packs
Scout	Shotgun Damage	Your shotguns deal more damage	Common	Launch Series Packs
Scout	Shotgun Magazine	Your shotgun magazines carry more ammo	Rare	Launch Series Packs
Scout	Speed Boost	Your normal movement speed is increased	Rare	Launch Series Packs
Scout	X-Ray	You can see enemies through walls while in Tac-Com	Epic	Launch Series Packs
Sniper	Explosive Headshot	Your headshots explode	Epic	Launch Series Packs
Sniper	Headshot Damage	Your headshots deal more damage	Common	Launch Series Packs
Sniper	Mark Boost	You can mark more than one enemy	Common	Launch Series Packs
Sniper	Precision Rifle Capacity	Your precision rifles carry more total ammo	Common	Launch Series Packs
Sniper	Precision Rifle Damage	Your precision rifles deal more damage	Rare	Launch Series Packs
Sniper	Precision Rifle Reload	Your precision rifle reload faster	Rare	Launch Series Packs
Sniper	Radar Ping	Mark all enemies on the map	Common	Launch Series Packs
Sniper	Sniper Strike	You can call a Sniper Rifle Strike from the Fabricator	Epic	Launch Series Packs
Soldier	Active Reload Boost	Active Reload bonuses are increased	Common	Launch Series Packs
Soldier	Assault Rifle Capacity	Your assault rifles carry more total ammo	Common	Launch Series Packs
Soldier	Assault Rifle Damage	Your assault rifles do more damage	Common	Launch Series Packs
Soldier	Assault Rifle Magazine	Your assault rifle magainzes carry more ammo	Rare	Launch Series Packs
Soldier	Cover Boost	You take less damage when in cover	Common	Launch Series Packs
Soldier	Grenade Capacity	You can carry more grenades	Rare	Launch Series Packs
Soldier	Grenade Damage	Your grenades do damage	Common	Launch Series Packs
Soldier	Grenade Plants	You can plant more grenades	Common	Launch Series Packs
Soldier	Hammer of Dawn Strike	You can call a Hammer of Dawn Strike from the Fabricator	Epic	Launch Series Packs

Cards

Horde Class Skill Cards

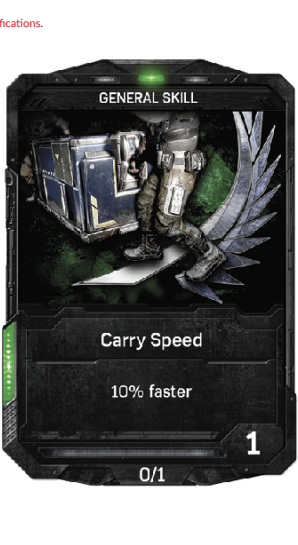
Class Skills give you stat boosts and abilities for each class in Horde mode. Use duplicates to upgrade the skill. Purchase Horde Boosters to limit the cards you find to Horde Skills and Horde Bounties. Refer to the Horde chapter for more information on each skill.

GENERAL


GENERAL SKILL
Build Cost
2% discount
1
0/1

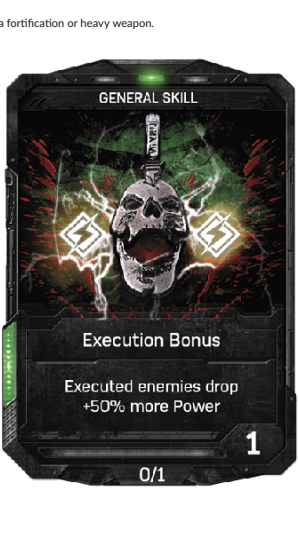
Rarity: Common

Reduces cost when building fortifications.


GENERAL SKILL
Carry Speed
10% faster
1
0/1

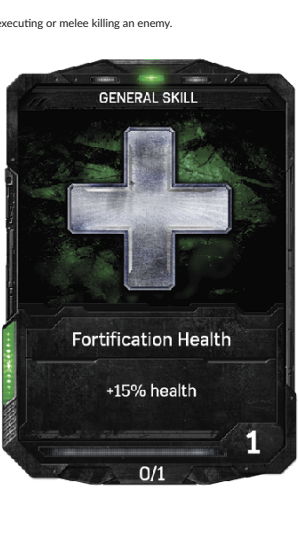
Rarity: Common

Faster movement while carrying a fortification or heavy weapon.


GENERAL SKILL
Execution Bonus
Executed enemies drop +50% more Power
1
0/1

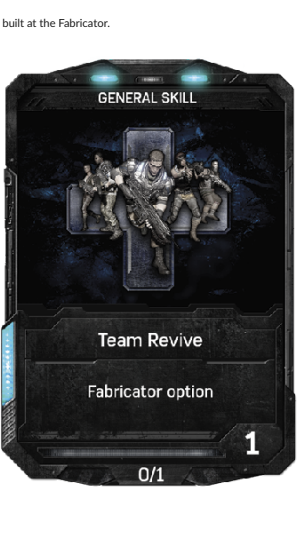
Rarity: Common

Increases Power dropped when executing or melee killing an enemy.


GENERAL SKILL
Fortification Health
+15% health
1
0/1

Rarity: Common

Increases health for fortifications built at the Fabricator.


GENERAL SKILL
Team Revive
Fabricator option
1
0/1

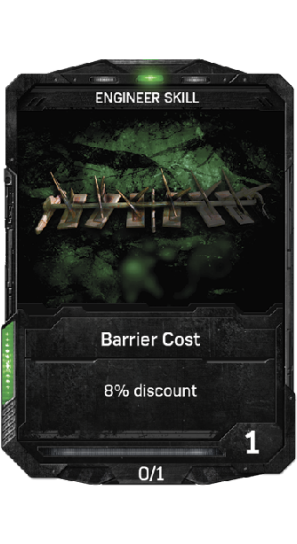
Rarity: Common

Brings back all downed and dead teammates when activated.

NOTICE:

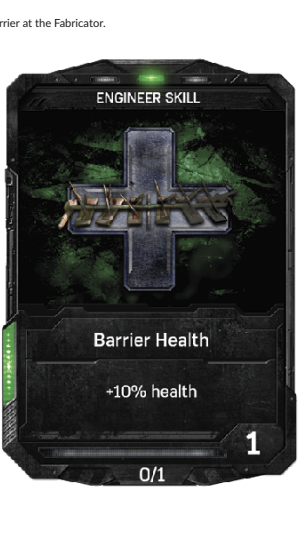
All online values presented in this guide may be subject to change.

ENGINEER


ENGINEER SKILL
Barrier Cost
8% discount
1
0/1

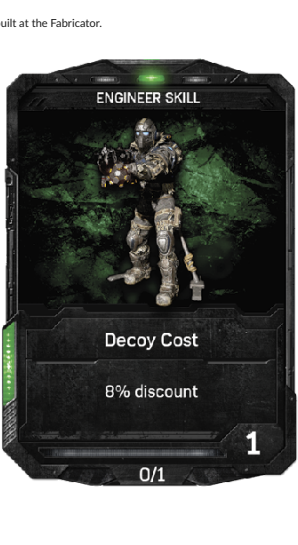
Rarity: Common

Reduces cost when building a Barrier at the Fabricator.


ENGINEER SKILL
Barrier Health
+10% health
1
0/1

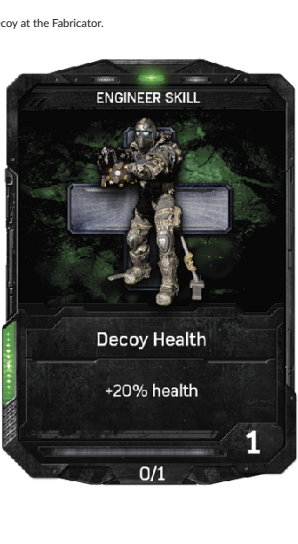
Rarity: Common

Increases health for any Barrier built at the Fabricator.


ENGINEER SKILL
Decoy Cost
8% discount
1
0/1

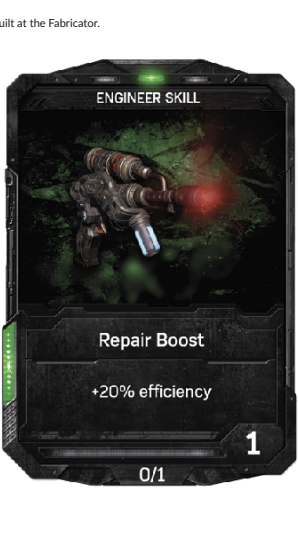
Rarity: Common

Reduces cost when building a Decoy at the Fabricator.


ENGINEER SKILL
Decoy Health
+20% health
1
0/1

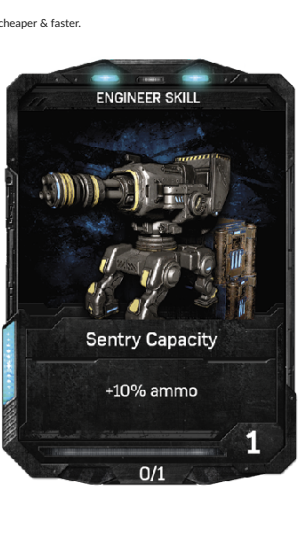
Rarity: Common

Increases health for any Decoy built at the Fabricator.


ENGINEER SKILL
Repair Boost
+20% efficiency
1
0/1

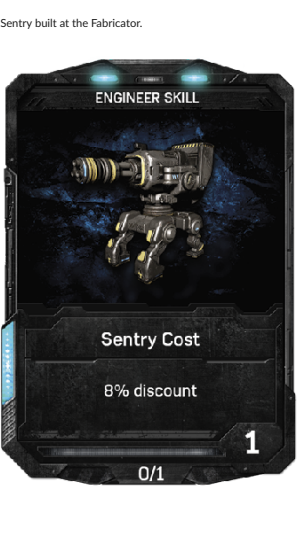
Rarity: Common

Repair Tool repairs fortifications cheaper & faster.


ENGINEER SKILL
Sentry Capacity
+10% ammo
1
0/1

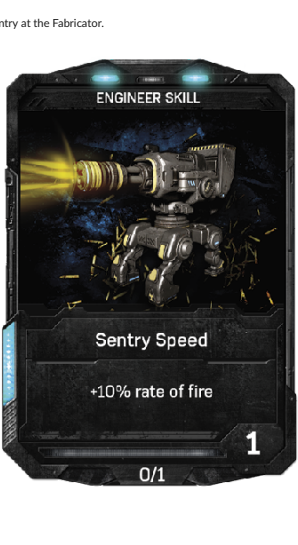
Rarity: Rare

Increases ammo capacity for any Sentry built at the Fabricator.


ENGINEER SKILL
Sentry Cost
8% discount
1
0/1

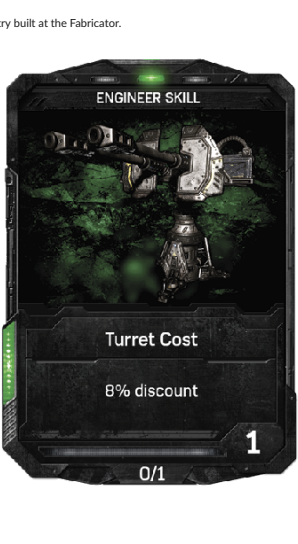
Rarity: Rare

Reduces cost when building a Sentry at the Fabricator.


ENGINEER SKILL
Sentry Speed
+10% rate of fire
1
0/1

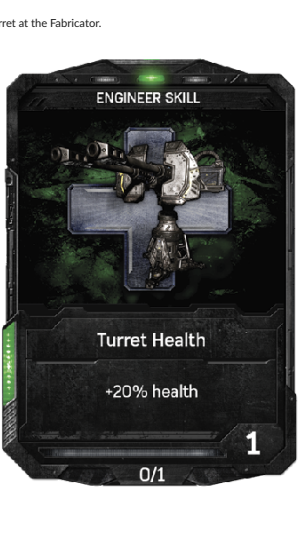
Rarity: Rare

Increases rate of fire for any Sentry built at the Fabricator.


ENGINEER SKILL
Turret Cost
8% discount
1
0/1

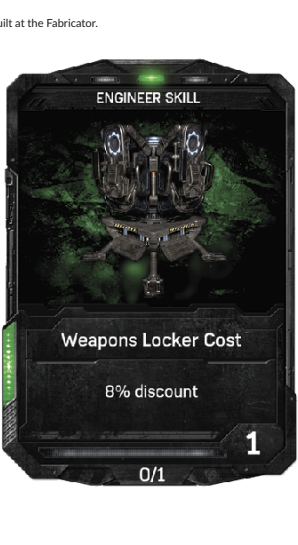
Rarity: Common

Reduces cost when building a Turret at the Fabricator.


ENGINEER SKILL
Turret Health
+20% health
1
0/1

Rarity: Common

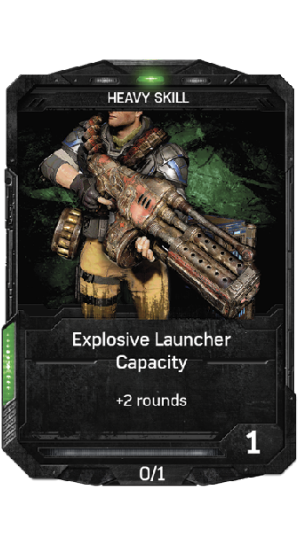
Increases health for any Turret built at the Fabricator.


ENGINEER SKILL
Weapons Locker Cost
8% discount
1
0/1

Rarity: Common

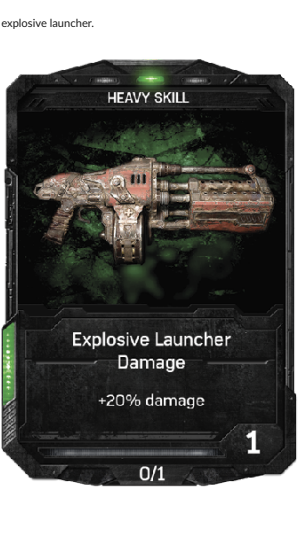
Reduces cost when building a Weapons Locker at the Fabricator.

HEAVY


HEAVY SKILL
Explosive Launcher Capacity
+2 rounds
1
0/1

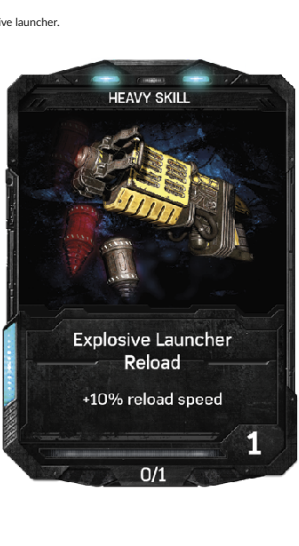
Rarity: Common

Increases ammo capacity for any explosive launcher.


HEAVY SKILL
Explosive Launcher Damage
+20% damage
1
0/1

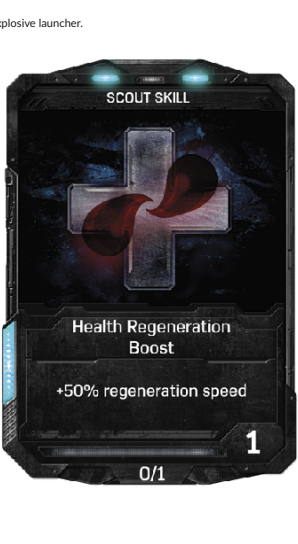
Rarity: Common

Increases damage for any explosive launcher.


HEAVY SKILL
Explosive Launcher Reload
+10% reload speed
1
0/1

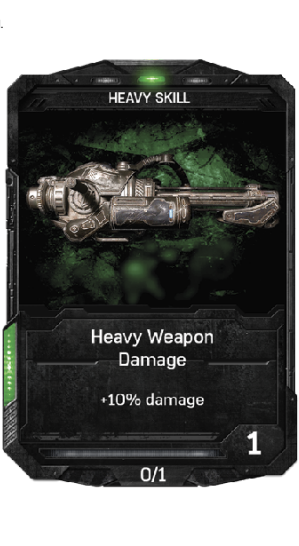
Rarity: Rare

Increases reload speed for any explosive launcher.


SCOUT SKILL
Health Regeneration Boost
+50% regeneration speed
1
0/1

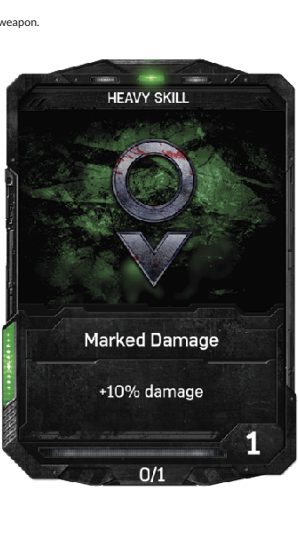
Rarity: Rare

Faster health regeneration speed.


HEAVY SKILL
Heavy Weapon Damage
+10% damage
1
0/1

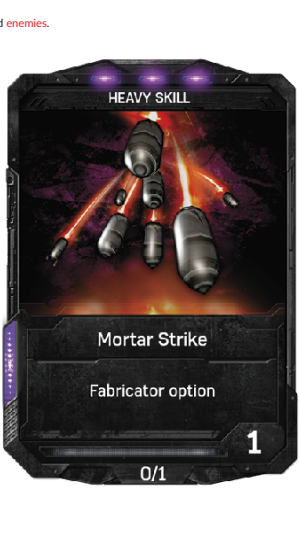
Rarity: Common

Increases damage for any heavy weapon.


HEAVY SKILL
Marked Damage
+10% damage
1
0/1

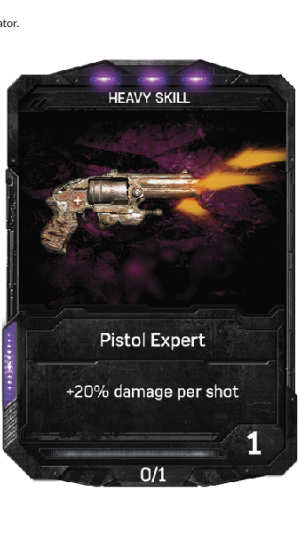
Rarity: Common

Increases damage against marked enemies.


HEAVY SKILL
Mortar Strike
Fabricator option
1
0/1

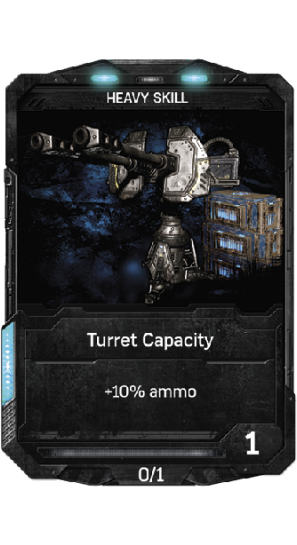
Rarity: Epic

Adds Mortar Strike to the Fabricator.


HEAVY SKILL
Pistol Expert
+20% damage per shot
1
0/1

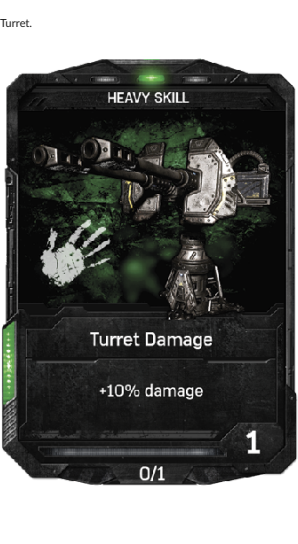
Rarity: Epic

Increases damage for any pistol.


HEAVY SKILL
Turret Capacity
+10% ammo
1
0/1

Rarity: Rare

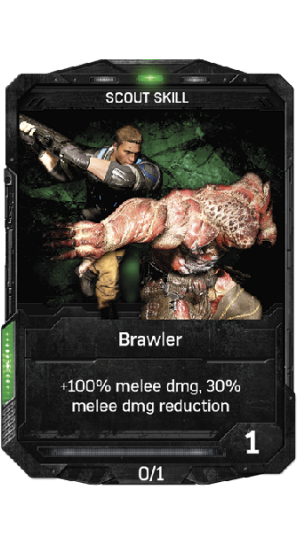
Increases ammo for any manned Turret.


HEAVY SKILL
Turret Damage
+10% damage
1
0/1

Rarity: Rare

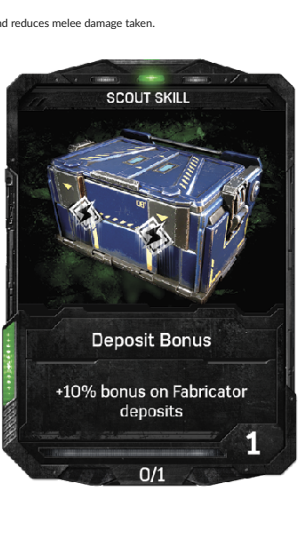
Increases damage when manning a Turret.

SCOUT


SCOUT SKILL
Brawler
+100% melee dmg, 30% melee dmg reduction
1
0/1

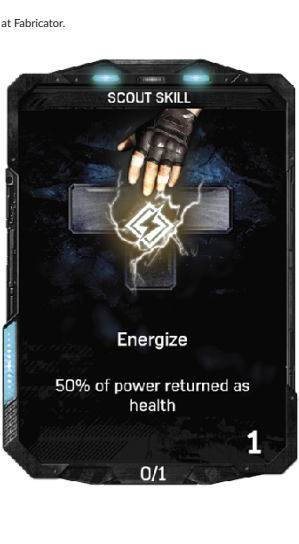
Rarity: Common

Increases melee damage given and reduces melee damage taken.


SCOUT SKILL
Deposit Bonus
+10% bonus on Fabricator deposits
1
0/1

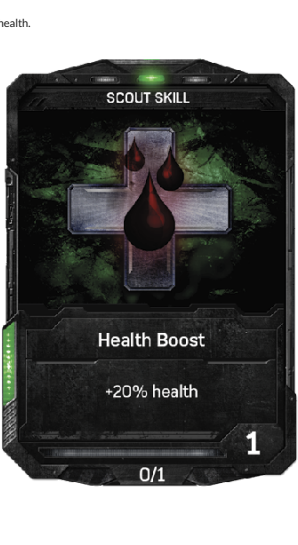
Rarity: Common

Gives bonus to Power deposited at Fabricator.


SCOUT SKILL
Energize
50% of power returned as health
1
0/1

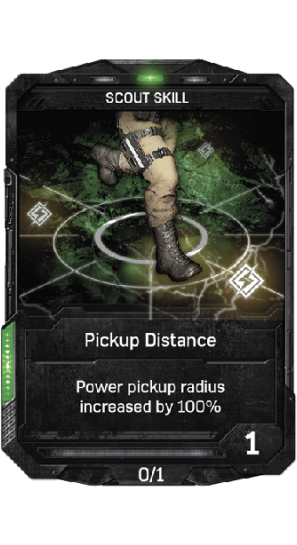
Rarity: Rare

Returns percentage of Power as health.


SCOUT SKILL
Health Boost
+20% health
1
0/1

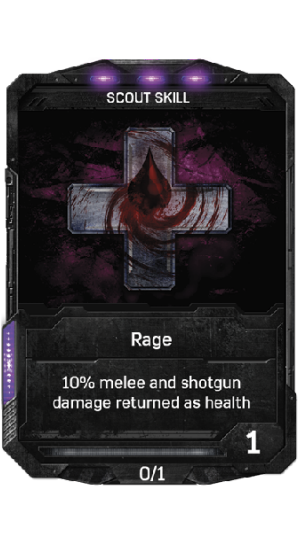
Rarity: Common

Increases Scout's health.


SCOUT SKILL
Pickup Distance
Power pickup radius increased by 100%
1
0/1

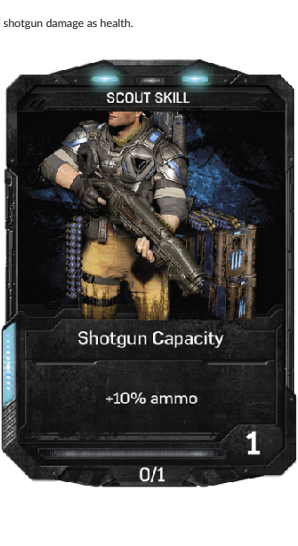
Rarity: Common

Increases Power pickup radius.


SCOUT SKILL
Rage
10% melee and shotgun damage returned as health
1
0/1

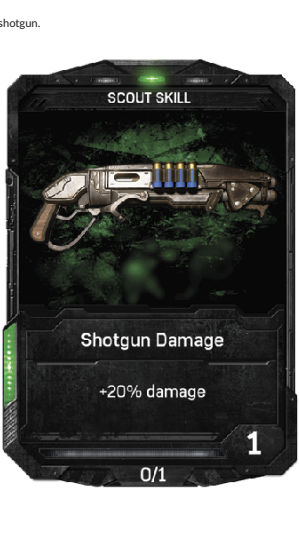
Rarity: Epic

Returns percentage of melee and shotgun damage as health.


SCOUT SKILL
Shotgun Capacity
+10% ammo
1
0/1

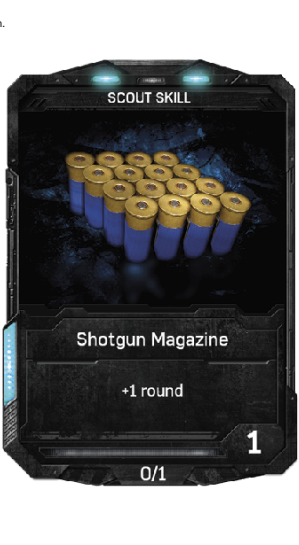
Rarity: Rare

Increases ammo capacity of any shotgun.


SCOUT SKILL
Shotgun Damage
+20% damage
1
0/1

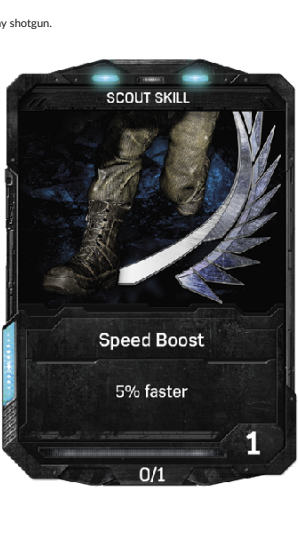
Rarity: Common

Increases damage of any shotgun.


SCOUT SKILL
Shotgun Magazine
+1 round
1
0/1

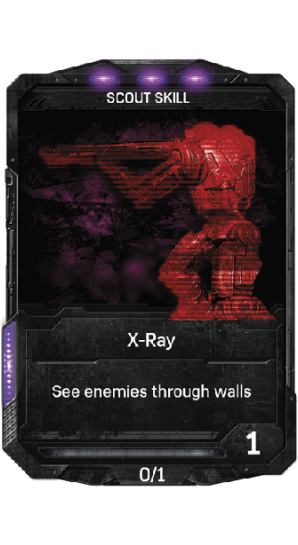
Rarity: Rare

Increases the magazine size of any shotgun.


SCOUT SKILL
Speed Boost
5% faster
1
0/1

Rarity: Rare

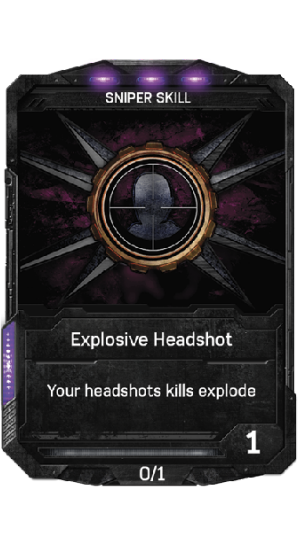
Increases speed of Scout.


SCOUT SKILL
X-Ray
See enemies through walls
1
0/1

Rarity: Epic

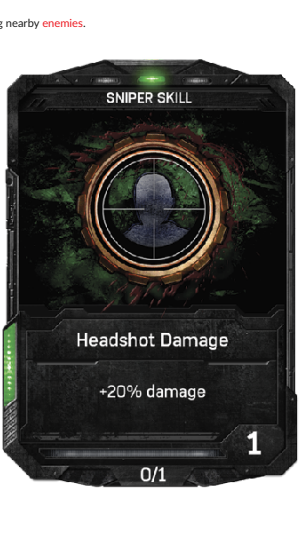
See enemies through walls.

SNIPER


SNIPER SKILL
Explosive Headshot
Your headshots kills explode
1
0/1

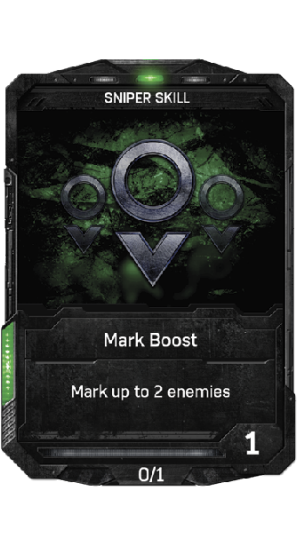
Rarity: Epic

Headshot kills explode, damaging nearby enemies.


SNIPER SKILL
Headshot Damage
+20% damage
1
0/1

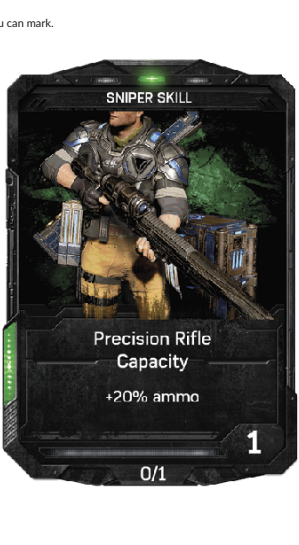
Rarity: Common

Increases headshot damage.


SNIPER SKILL
Mark Boost
Mark up to 2 enemies
1
0/1

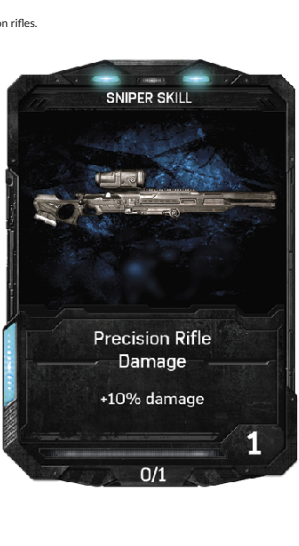
Rarity: Common

Increases number of enemies you can mark.


SNIPER SKILL
Precision Rifle Capacity
+20% ammo
1
0/1

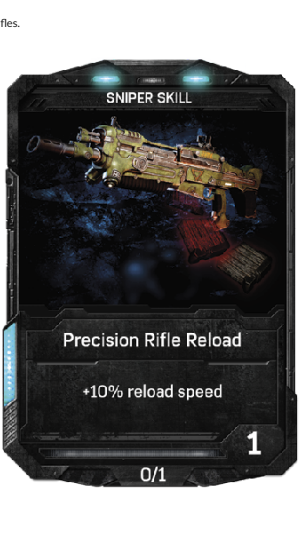
Rarity: Rare

Increases total ammo for precision rifles.


SNIPER SKILL
Precision Rifle Damage
+10% damage
1
0/1

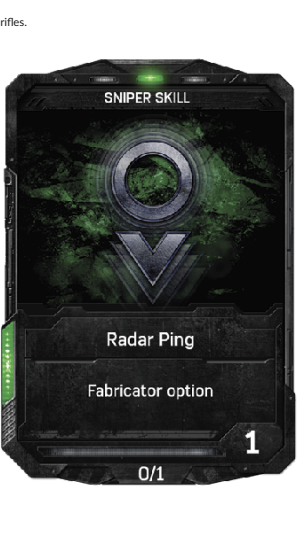
Rarity: Rare

Increases damage for precision rifles.


SNIPER SKILL
Precision Rifle Reload
+10% reload speed
1
0/1

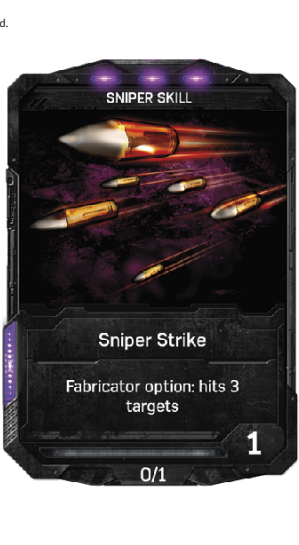
Rarity: Common

Faster reload speed for precision rifles.


SNIPER SKILL
Radar Ping
Fabricator option
1
0/1

Rarity: Common

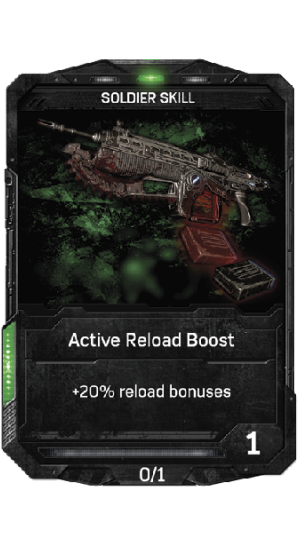
Marks all enemies when activated.


SNIPER SKILL
Sniper Strike
Fabricator option: hits 3 targets
1
0/1

Rarity: Epic

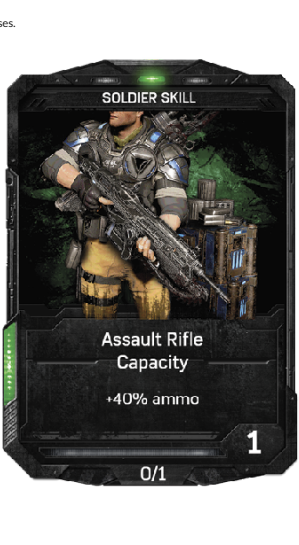
Hits set number of targets with headshots when activated.

SOLDIER


SOLDIER SKILL
Active Reload Boost
+20% reload bonuses
1
0/1

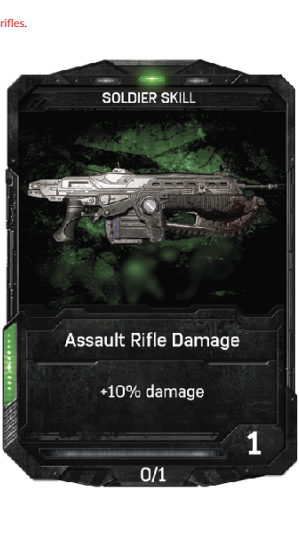
Rarity: Common

Increases all Active Reload bonuses.


SOLDIER SKILL
Assault Rifle Capacity
+40% ammo
1
0/1

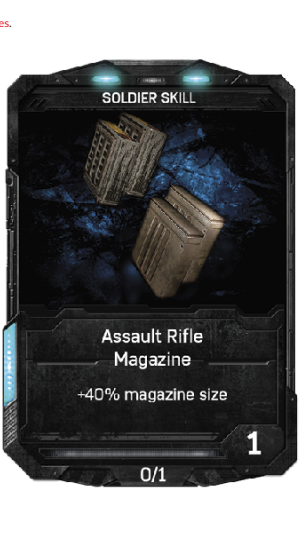
Rarity: Common

Increases total ammo for assault rifles.


SOLDIER SKILL
Assault Rifle Damage
+10% damage
1
0/1

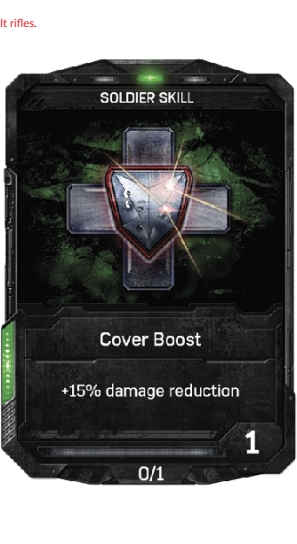
Rarity: Common

Increases Damage for assault rifles.


SOLDIER SKILL
Assault Rifle Magazine
+40% magazine size
1
0/1

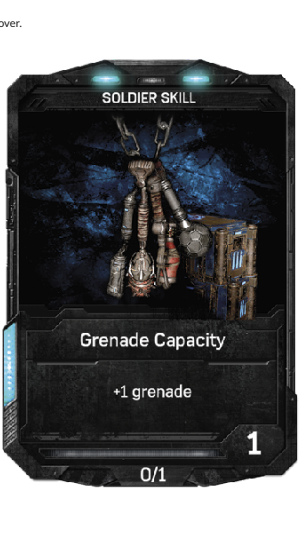
Rarity: Rare

Increases magazine size for assault rifles.


SOLDIER SKILL
Cover Boost
+15% damage reduction
1
0/1

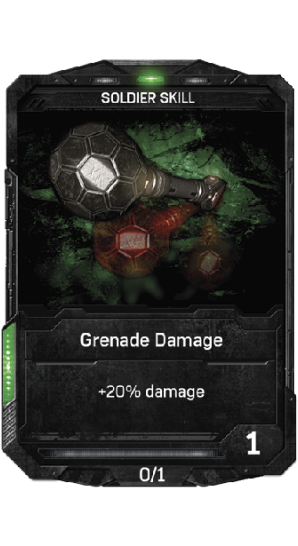
Rarity: Common

Lessens damage taken while in cover.


SOLDIER SKILL
Grenade Capacity
+1 grenade
1
0/1

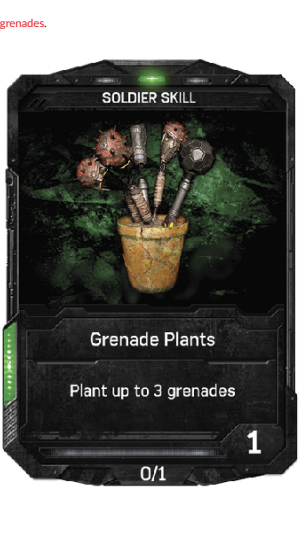
Rarity: Rare

Carry more grenades.


SOLDIER SKILL
Grenade Damage
+20% damage
1
0/1

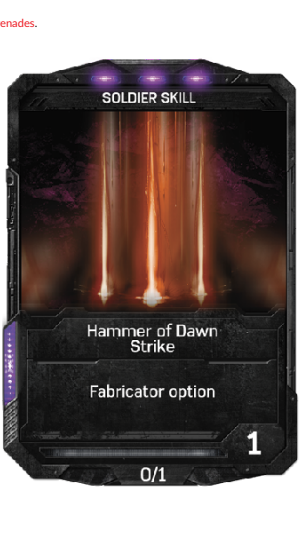
Rarity: Common

Increases damage and radius for grenades.


SOLDIER SKILL
Grenade Plants
Plant up to 3 grenades
1
0/1

Rarity: Common

Gives the ability to plant more grenades.


SOLDIER SKILL
Hammer of Dawn Strike
Fabricator option
1
0/1

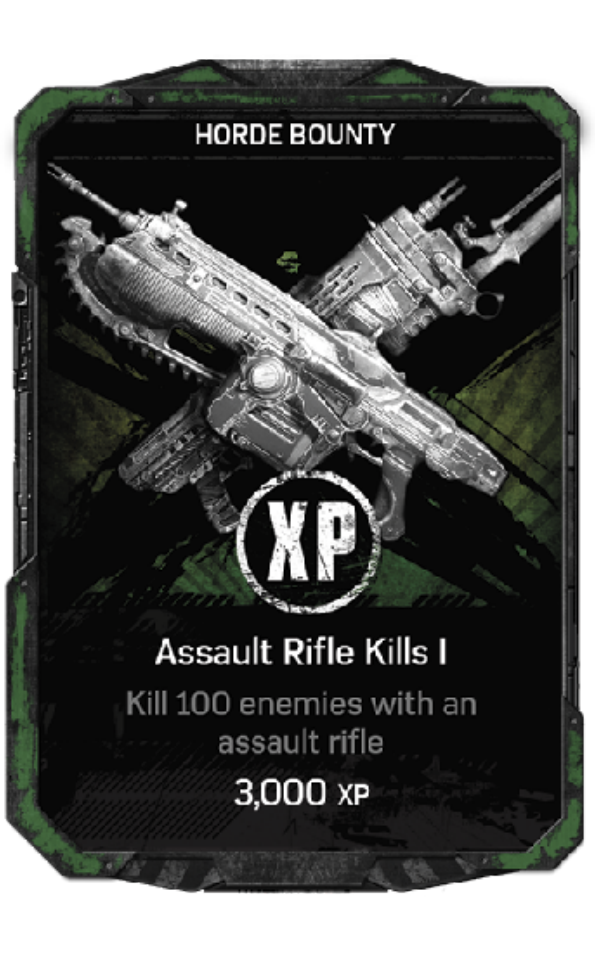
Rarity: Epic

Activates a Hammer of Dawn Strike from the Fabricator.

Cards

Horde Bounty Cards

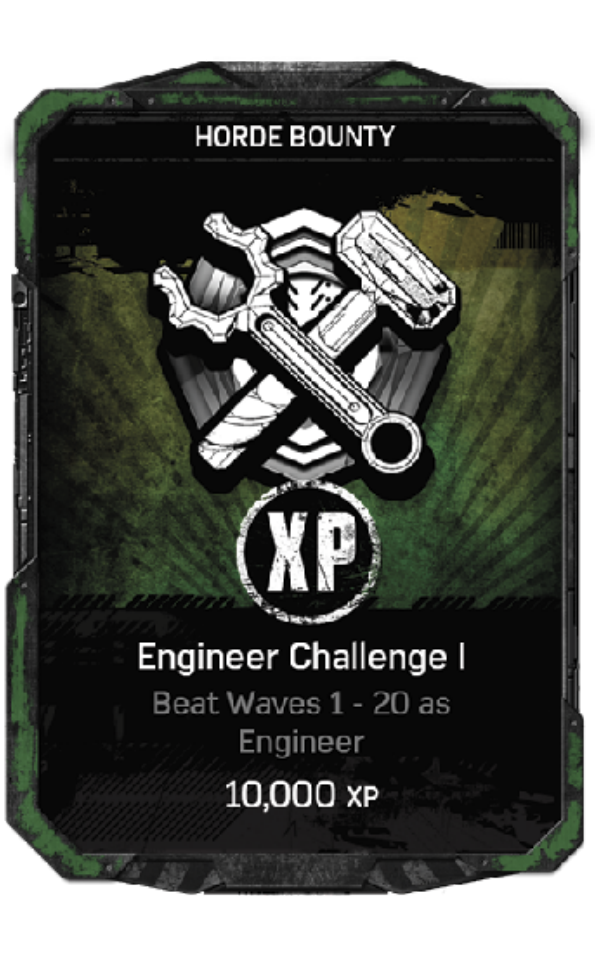
Bounties allow you to earn bonus XP or Credits by completing a task. Once the task is complete, the card is destroyed. Purchase Horde Boosters to limit the cards you find to Horde Skills and Horde Bounties.


HORDE BOUNTY
XP
Assault Rifle Kills I
Kill 100 enemies with an assault rifle
3,000 XP

Reward: 3,000 XP

Rarity: Common

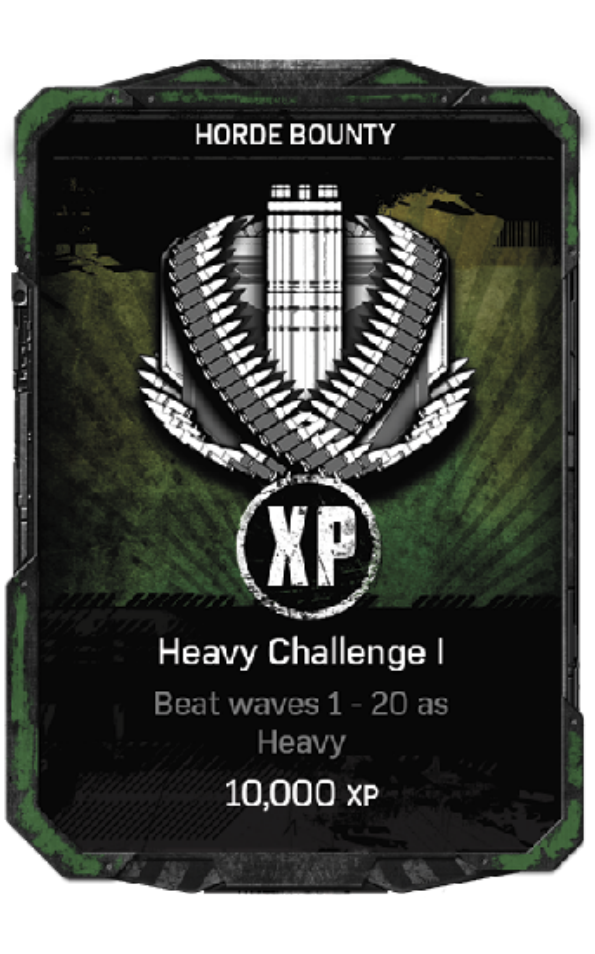
Kill 100 or more enemies with an assault rifle (Lancer, Retro Lancer, Hammerburst, Enforcer) during a Horde match on any difficulty.


HORDE BOUNTY
XP
Engineer Challenge I
Beat Waves 1 - 20 as Engineer
10,000 XP

Reward: 10,000 XP

Rarity: Common

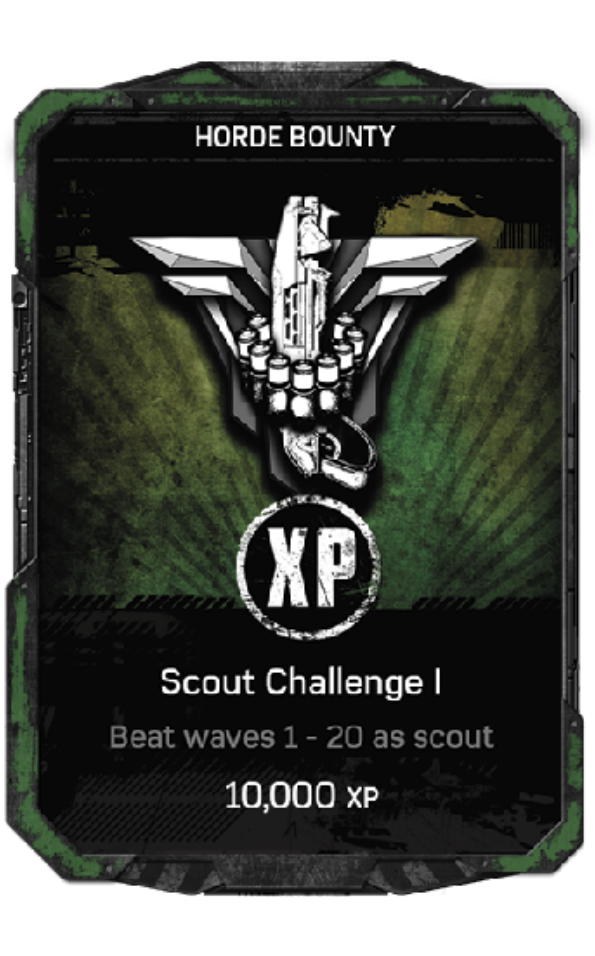
Beat the first 20 waves of a Horde match while playing as the Engineer class on any difficulty.


HORDE BOUNTY
XP
Heavy Challenge I
Beat waves 1 - 20 as Heavy
10,000 XP

Reward: 10,000 XP

Rarity: Common

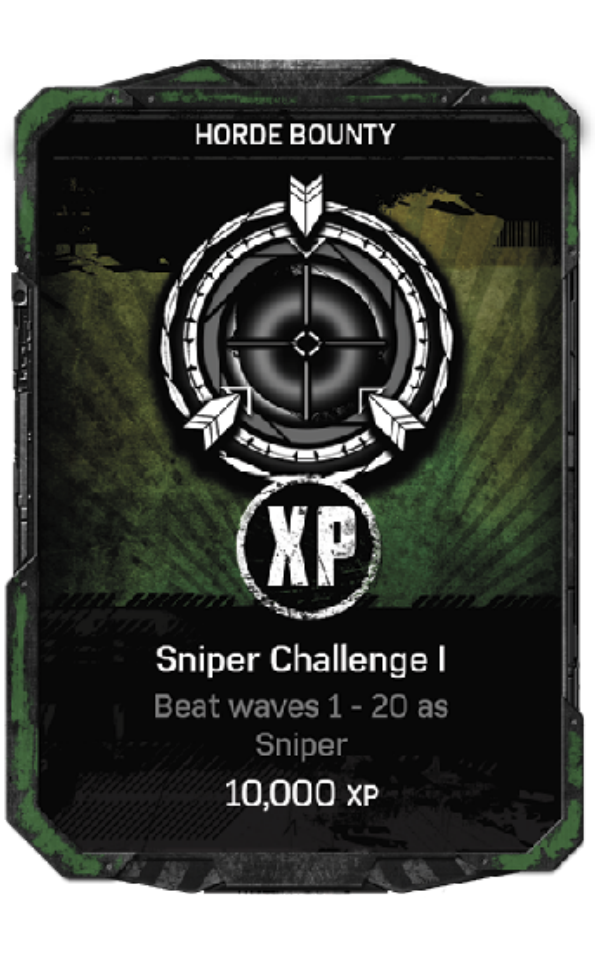
Beat the first 20 waves of a Horde match while playing as the Heavy class on any difficulty.


HORDE BOUNTY
XP
Scout Challenge I
Beat waves 1 - 20 as scout
10,000 XP

Reward: 10,000 XP

Rarity: Common

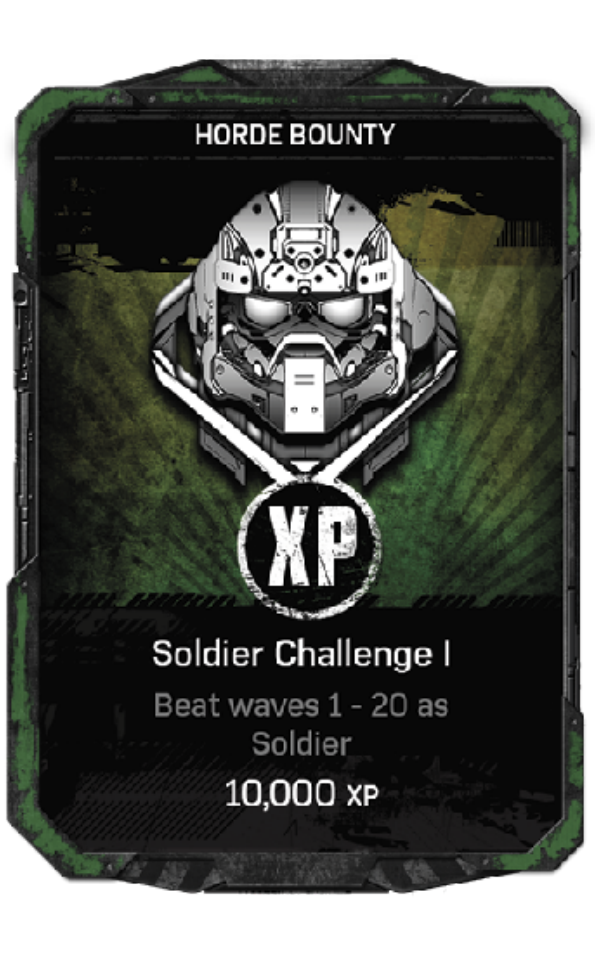
Beat the first 20 waves of a Horde match while playing as the Scout class on any difficulty.


HORDE BOUNTY
XP
Sniper Challenge I
Beat waves 1 - 20 as Sniper
10,000 XP

Reward: 10,000 XP

Rarity: Common

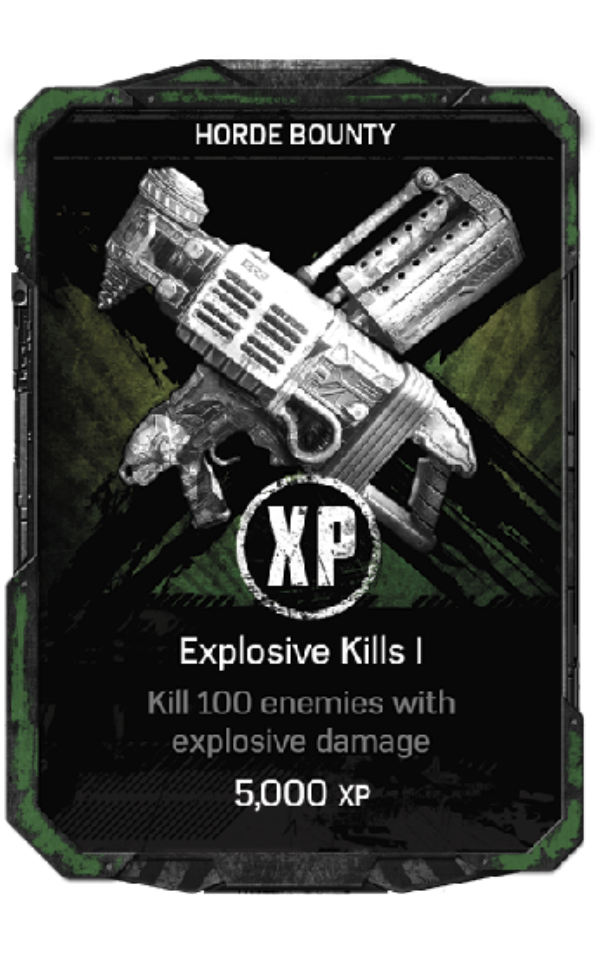
Beat the first 20 waves of a Horde match while playing as the Sniper class on any difficulty.


HORDE BOUNTY
XP
Soldier Challenge I
Beat waves 1 - 20 as Soldier
10,000 XP

Reward: 10,000 XP

Rarity: Common

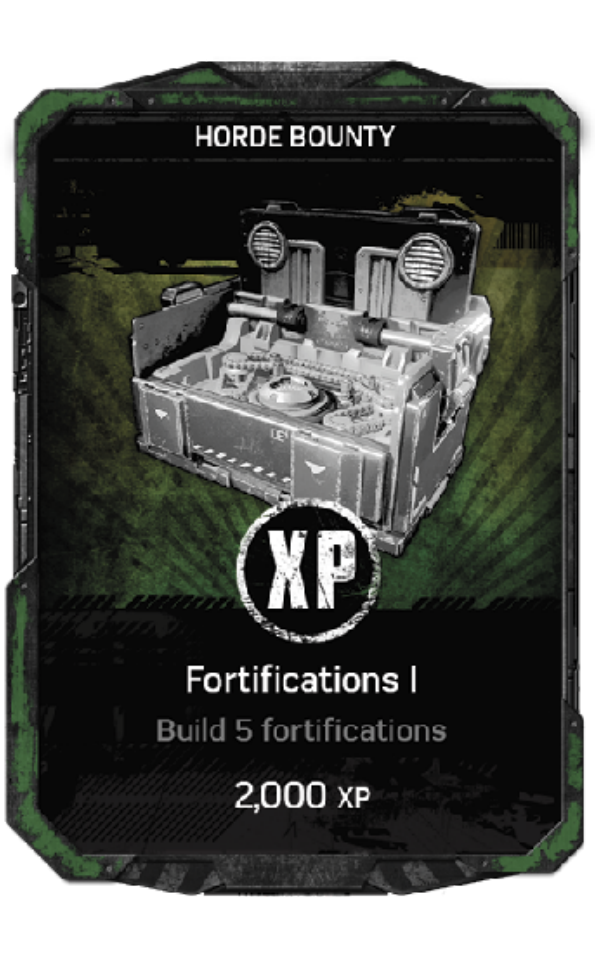
Beat the first 20 waves of a Horde match while playing as the Soldier class on any difficulty.


HORDE BOUNTY
XP
Explosive Kills I
Kill 100 enemies with explosive damage
5,000 XP

Reward: 5,000 XP

Rarity: Common

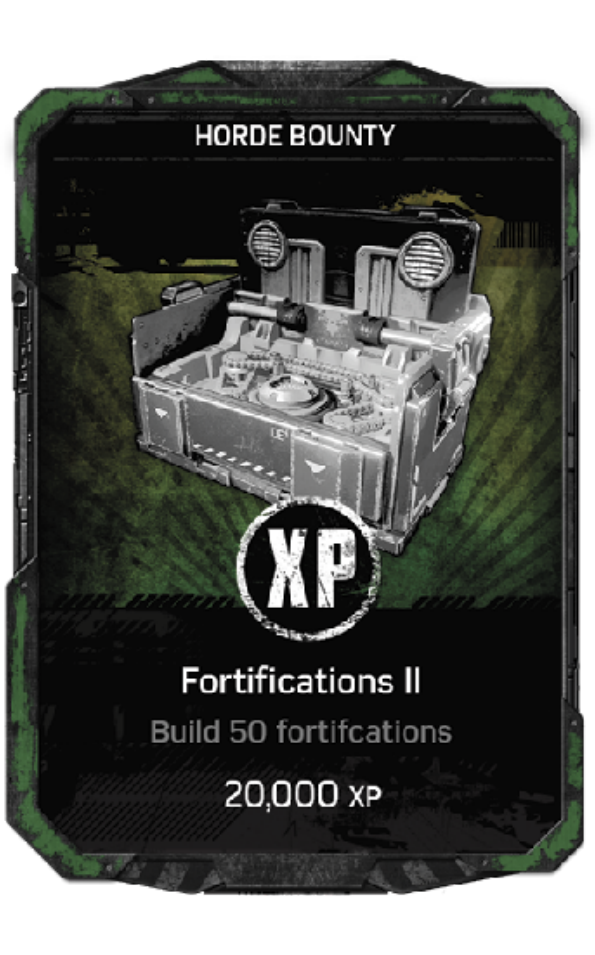
Kill 100 or more enemies with an explosive launcher (Boomshot, Dropshot, Torque Bow, RL-4 Salvo) or Frag Grenade during a Horde match on any difficulty.


HORDE BOUNTY
XP
Fortifications I
Build 5 fortifications
2,000 XP

Reward: 2,000 XP

Rarity: Common

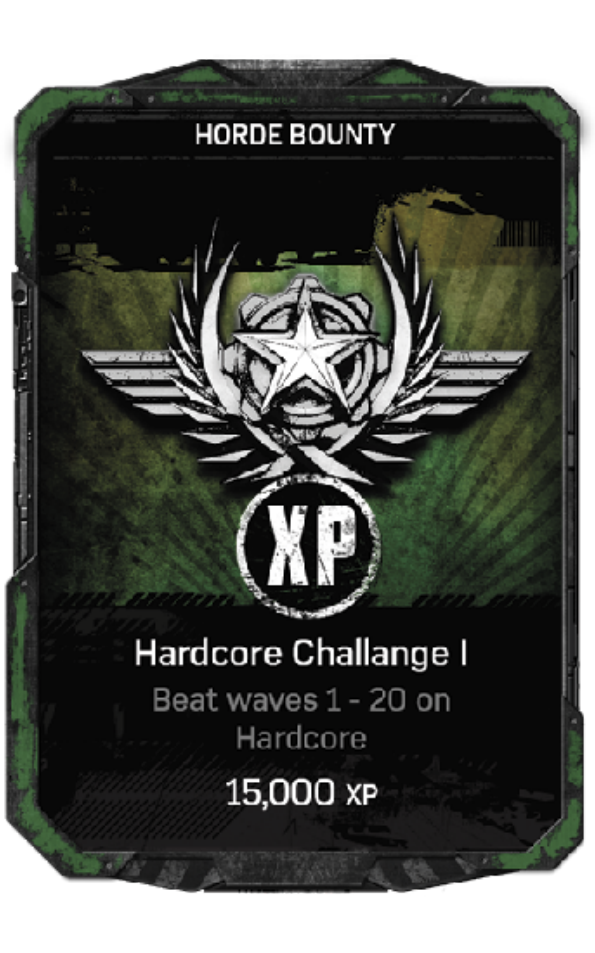
Build 5 or more fortifications during a Horde match on any difficulty.


HORDE BOUNTY
XP
Fortifications II
Build 50 fortifcations
20,000 XP

Reward: 20,000 XP

Rarity: Common

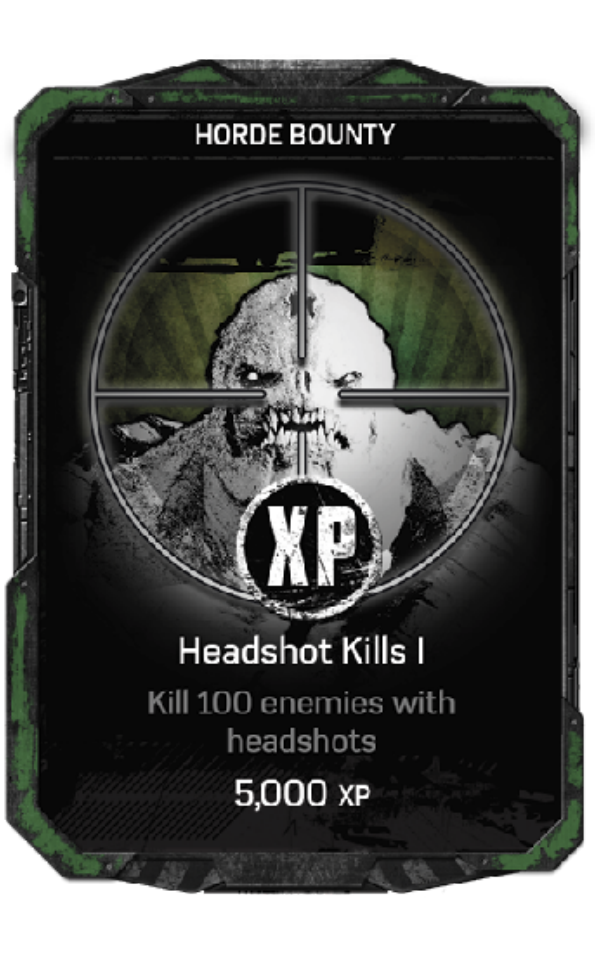
Build 50 or more fortifications during a Horde match on any difficulty.


HORDE BOUNTY
XP
Hardcore Challange I
Beat waves 1 - 20 on Hardcore
15,000 XP

Reward: 15,000 XP

Rarity: Common

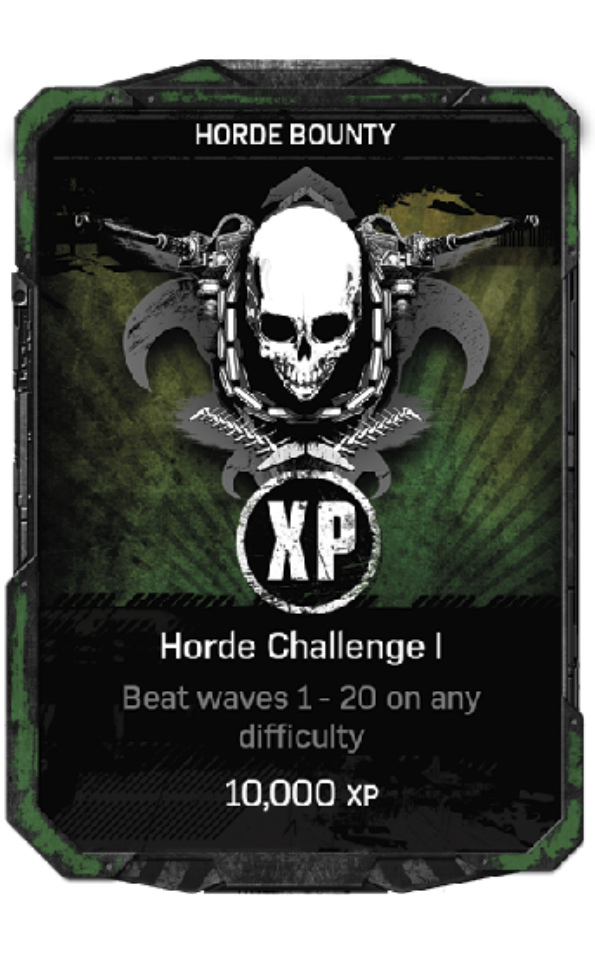
Beat the first 20 waves of a Horde match on Hardcore difficulty.


HORDE BOUNTY
XP
Headshot Kills I
Kill 100 enemies with headshots
5,000 XP

Reward: 5,000 XP

Rarity: Common

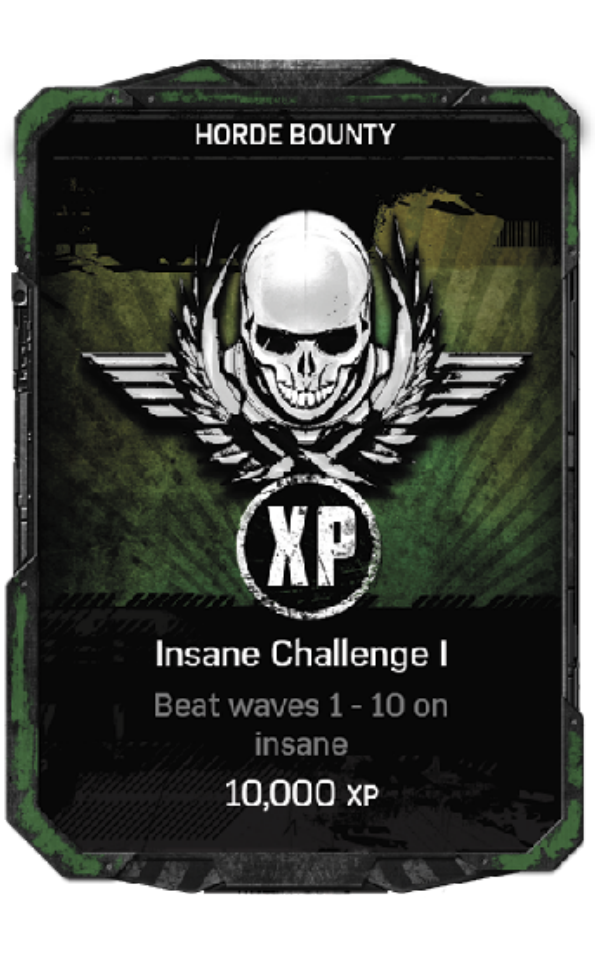
Kill 100 or more enemies with headshots during a Horde match on any difficulty.


HORDE BOUNTY
XP
Horde Challenge I
Beat waves 1 - 20 on any difficulty
10,000 XP

Reward: 10,000 XP

Rarity: Common

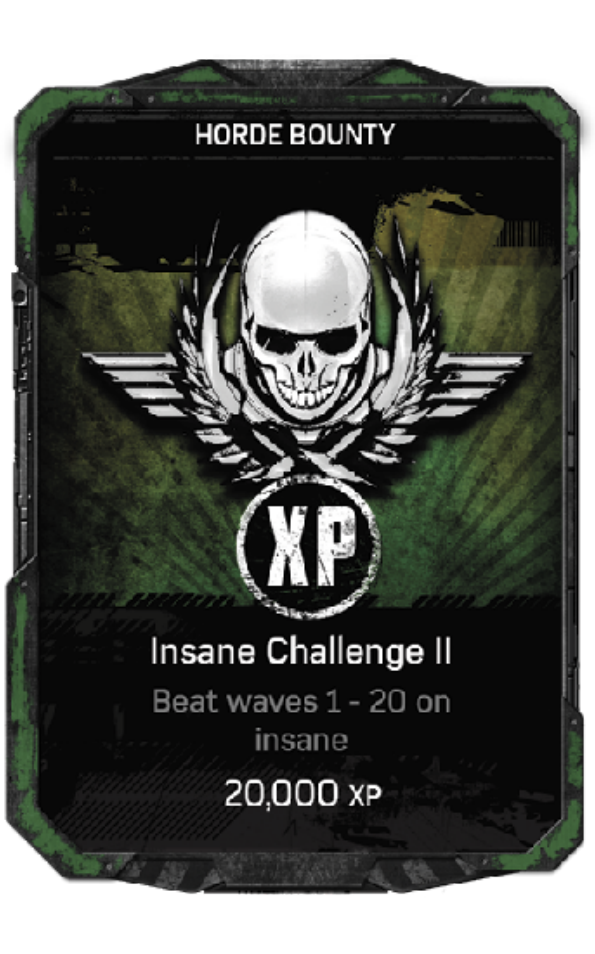
Beat the first 20 waves of a Horde match on any difficulty.


HORDE BOUNTY
XP
Insane Challenge I
Beat waves 1 - 10 on insane
10,000 XP

Reward: 10,000 XP

Rarity: Common

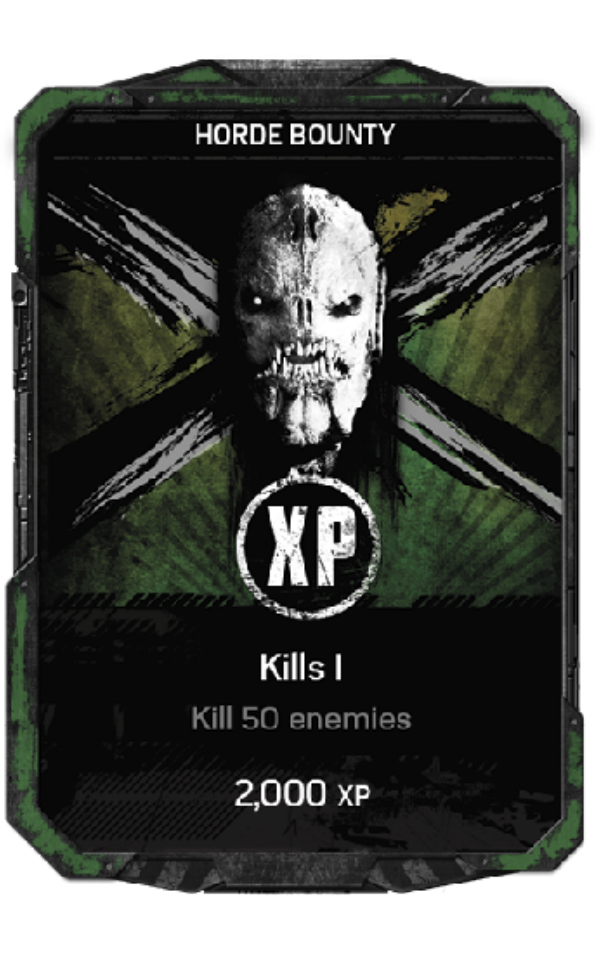
Beat the first 10 waves of a Horde match on Insane difficulty.


HORDE BOUNTY
XP
Insane Challenge II
Beat waves 1 - 20 on insane
20,000 XP

Reward: 20,000 XP

Rarity: Common

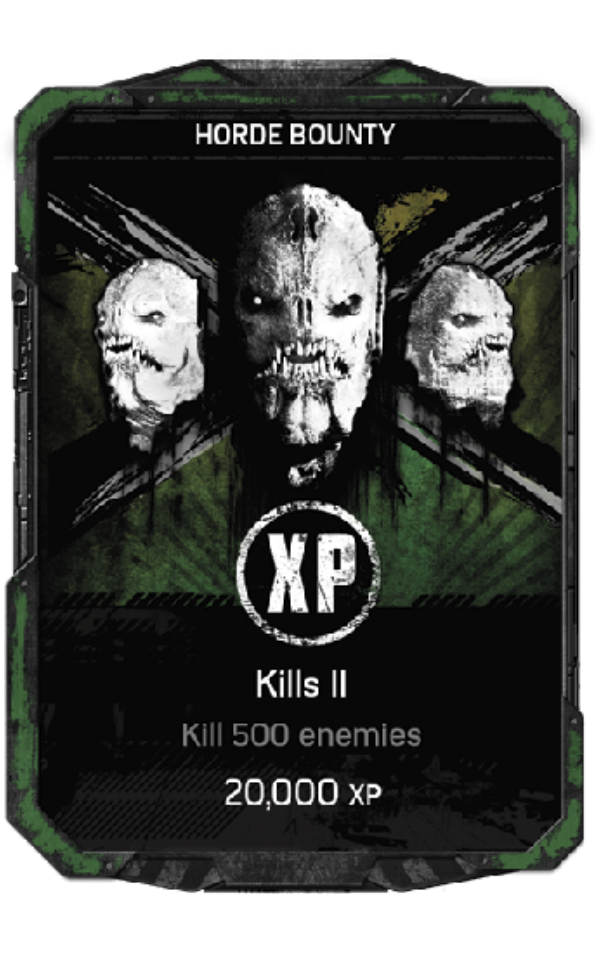
Beat the first 20 waves of a Horde match on Insane difficulty.


HORDE BOUNTY
XP
Kills I
Kill 50 enemies
2,000 XP

Reward: 2,000 XP

Rarity: Common

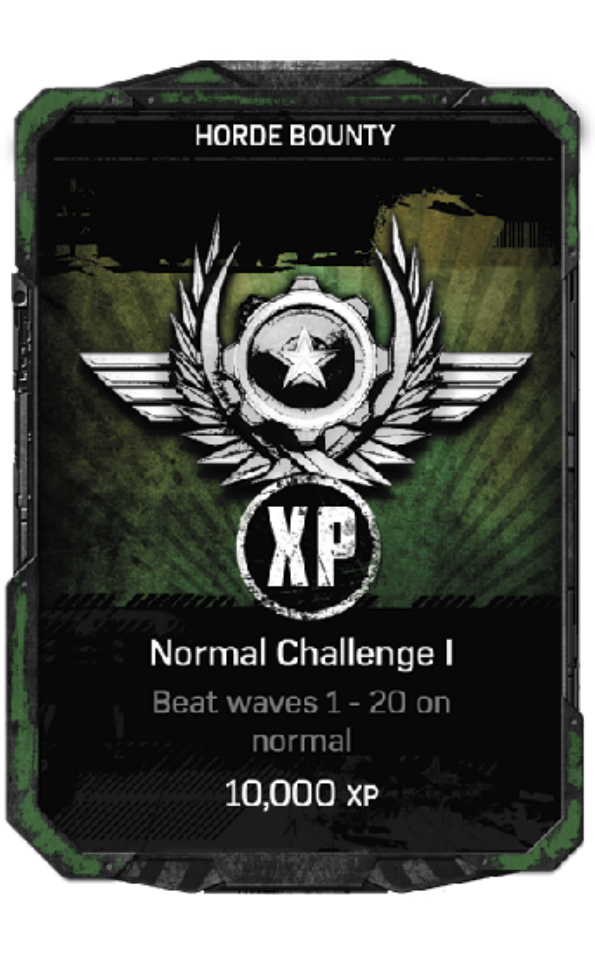
Kill 50 or more enemies during a Horde match on any difficulty.


HORDE BOUNTY
XP
Kills II
Kill 500 enemies
20,000 XP

Reward: 20,000 XP

Rarity: Common

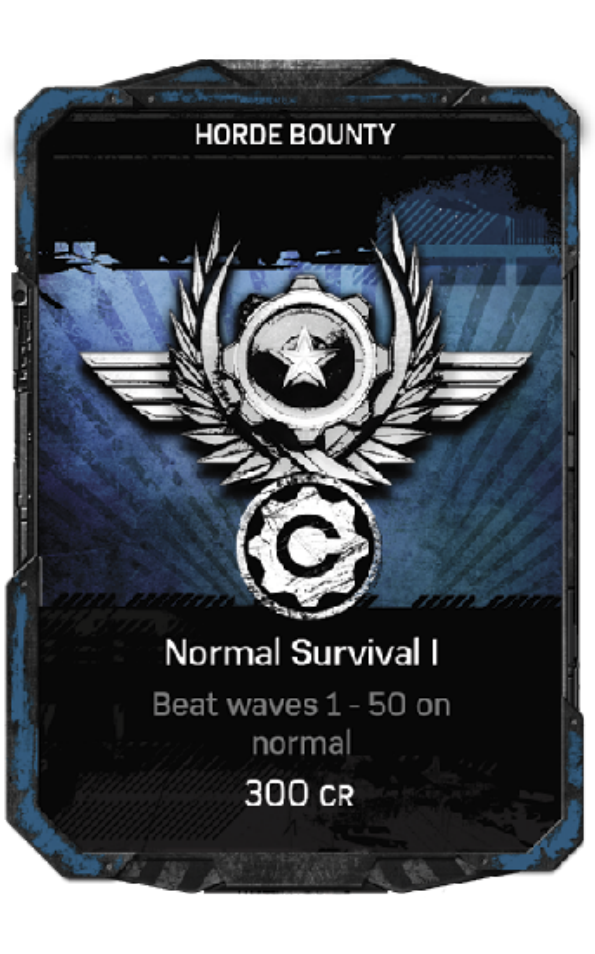
Kill 500 or more enemies during a Horde match on any difficulty.


HORDE BOUNTY
XP
Normal Challenge I
Beat waves 1 - 20 on normal
10,000 XP

Reward: 10,000 XP

Rarity: Common

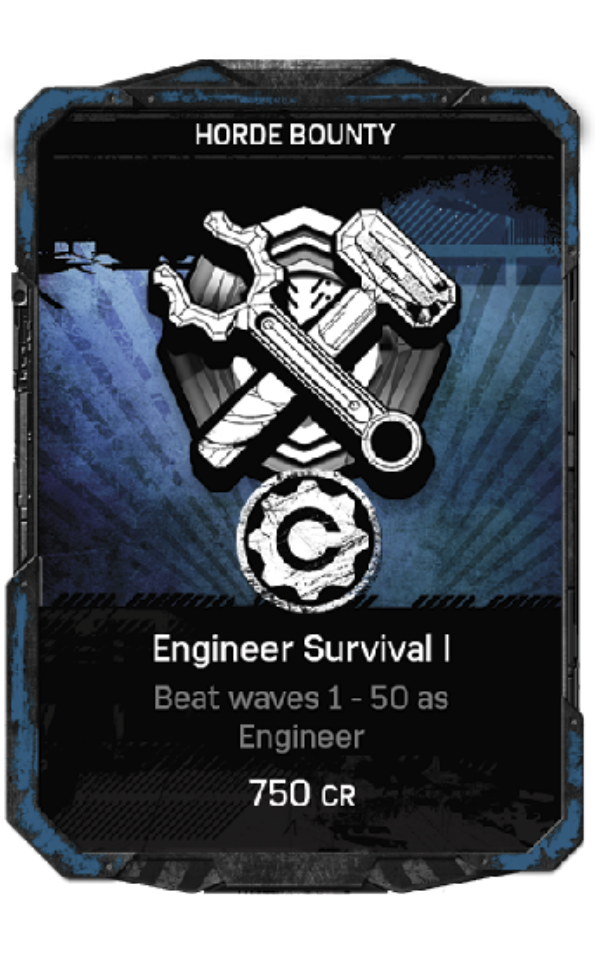
Beat the first 20 waves of a Horde match on Normal difficulty.


HORDE BOUNTY
Normal Survival I
Beat waves 1 - 50 on normal
300 CR

Reward: 300 Credits

Rarity: Rare

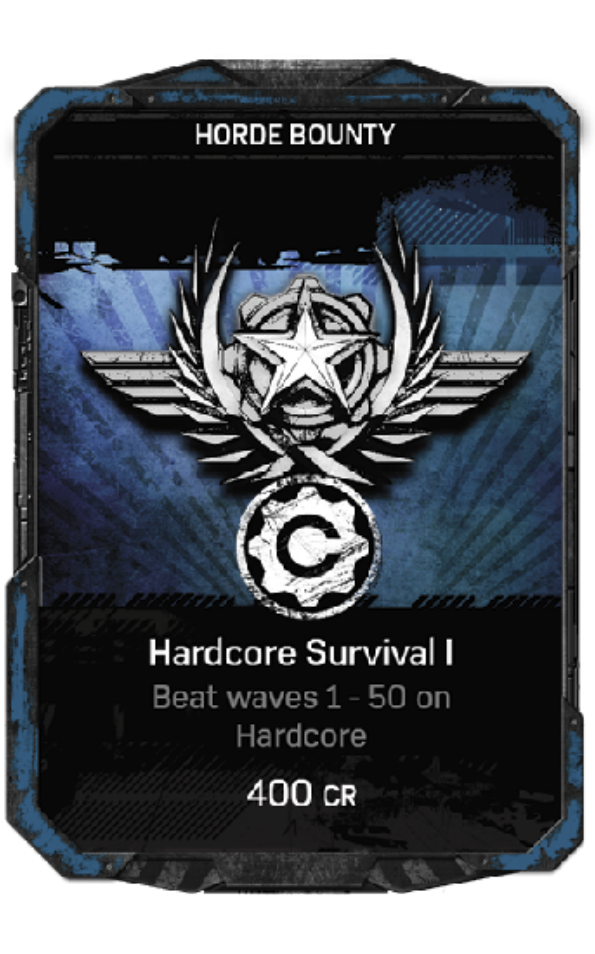
Beat all 50 waves of a Horde match on Normal difficulty


HORDE BOUNTY
Engineer Survival I
Beat waves 1 - 50 as Engineer
750 CR

Reward: 200 Credits

Rarity: Rare

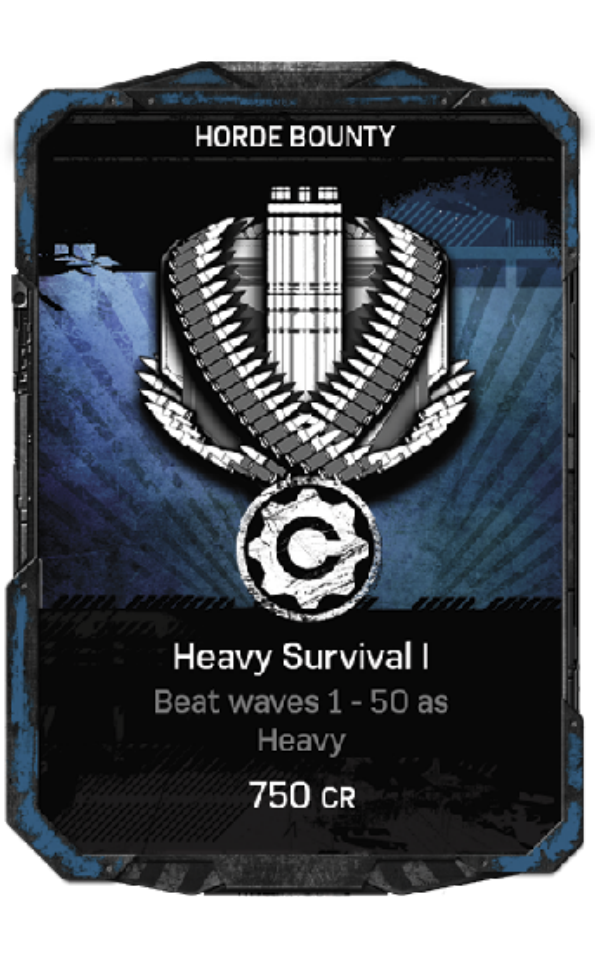
Beat all 50 waves of a Horde match while playing as the Engineer class on any difficulty.


HORDE BOUNTY
Hardcore Survival I
Beat waves 1 - 50 on Hardcore
400 CR

Reward: 400 Credits

Rarity: Rare

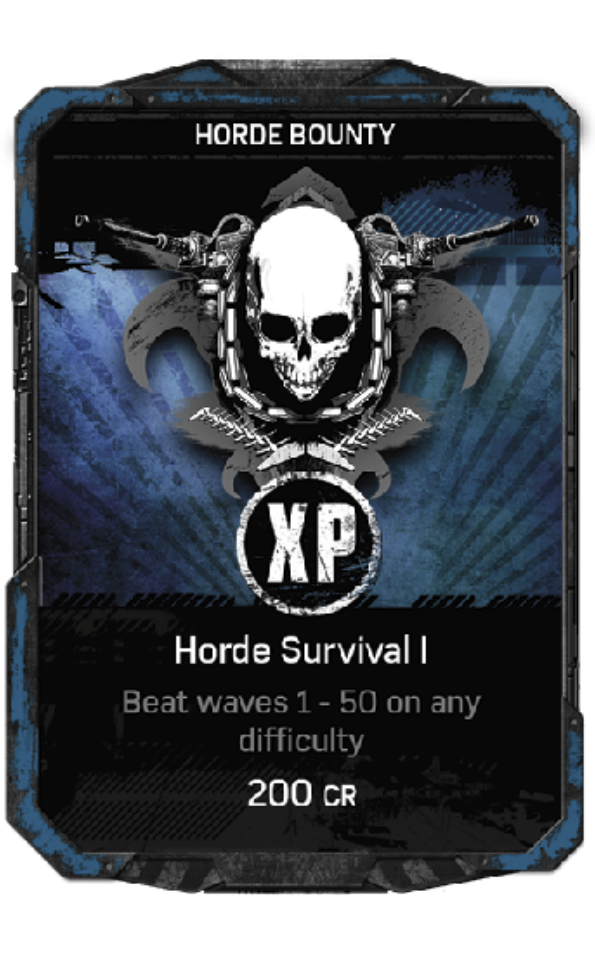
Beat all 50 waves of a Horde match on Hardcore difficulty.


HORDE BOUNTY
Heavy Survival I
Beat waves 1 - 50 as Heavy
750 CR

Reward: 200 Credits

Rarity: Rare

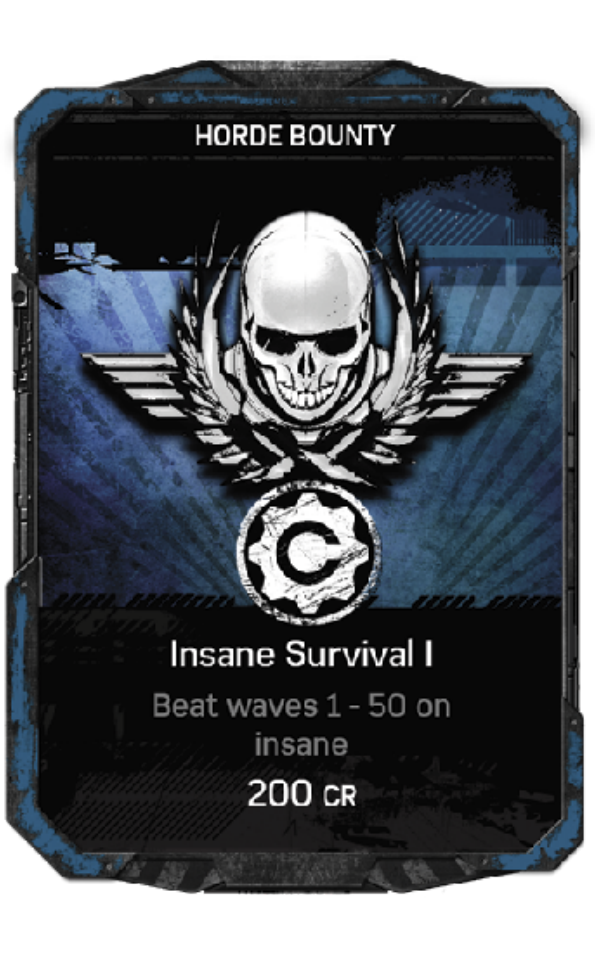
Beat all 50 waves of a Horde match while playing as the Heavy class on any difficulty.


HORDE BOUNTY
XP
Horde Survival I
Beat waves 1 - 50 on any difficulty
200 CR

Reward: 200 Credits

Rarity: Rare

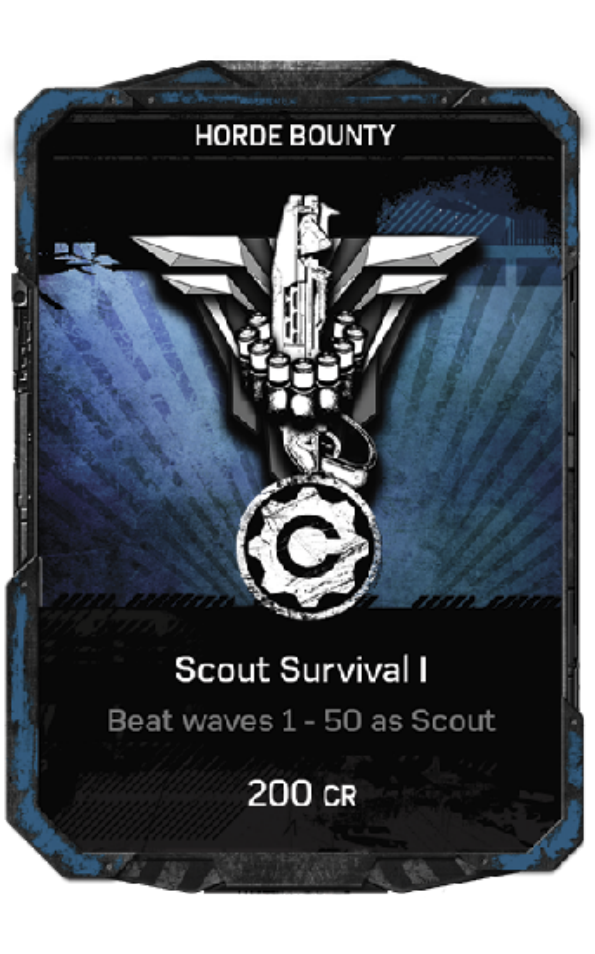
Beat all 50 waves of a Horde match on any difficulty.


HORDE BOUNTY
Insane Survival I
Beat waves 1 - 50 on insane
200 CR

Reward: 200 Credits

Rarity: Rare

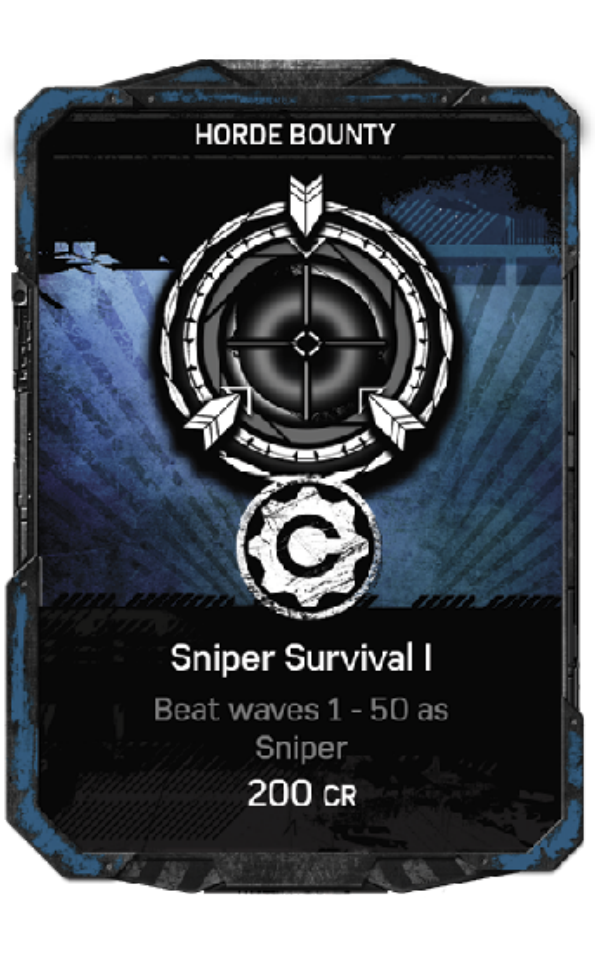
Beat all 50 waves of a Horde match on Insane difficulty.


HORDE BOUNTY
Scout Survival I
Beat waves 1 - 50 as Scout
200 CR

Reward: 200 Credits

Rarity: Rare

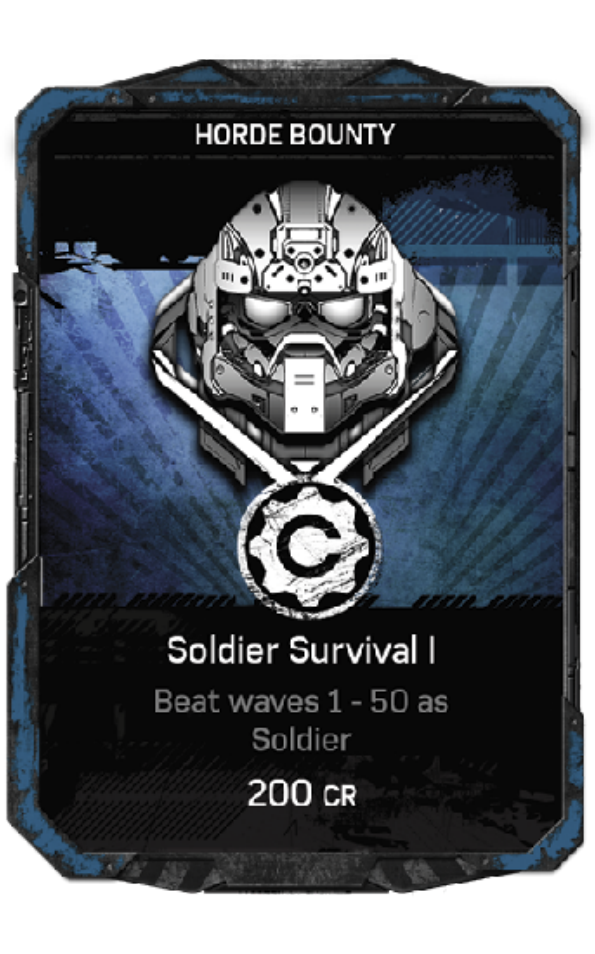
Beat all 50 waves of a Horde match while playing as the Scout class on any difficulty.


HORDE BOUNTY
Sniper Survival I
Beat waves 1 - 50 as Sniper
200 CR

Reward: 200 Credits

Rarity: Rare

Beat all 50 waves of a Horde match while playing as the Sniper class on any difficulty.


HORDE BOUNTY
Soldier Survival I
Beat waves 1 - 50 as Soldier
200 CR

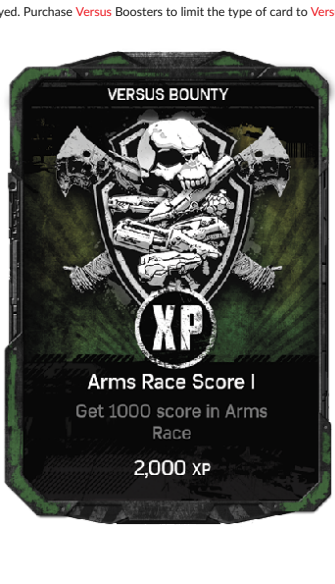
Reward: 200 Credits

Rarity: Rare

Beat all 50 waves of a Horde match while playing as the Soldier class on any difficulty.

Versus Bounty Cards

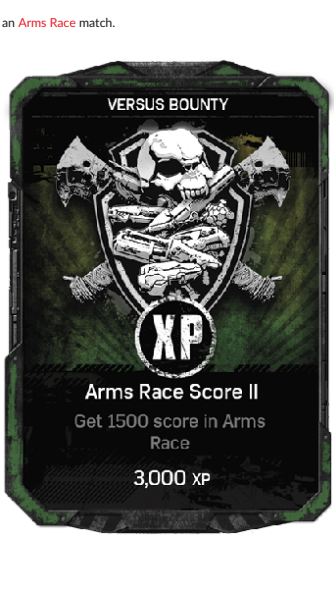
Versus Bounties allow you to earn bonus XP or Credits by completing a task. This task must be completed in one match and once done so, the card is destroyed. Purchase Versus Boosters to limit the type of card to Versus Bounty cards.


VERSUS BOUNTY
Arms Race Score I
Get 1000 score in Arms Race
2,000 XP

Reward: 2,000 XP

Rarity: Common

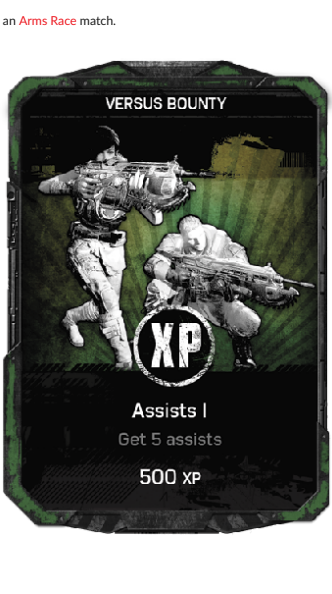
Get a score of 1000 or higher in an Arms Race match.


VERSUS BOUNTY
Arms Race Score II
Get 1500 score in Arms Race
3,000 XP

Reward: 3,000 XP

Rarity: Common

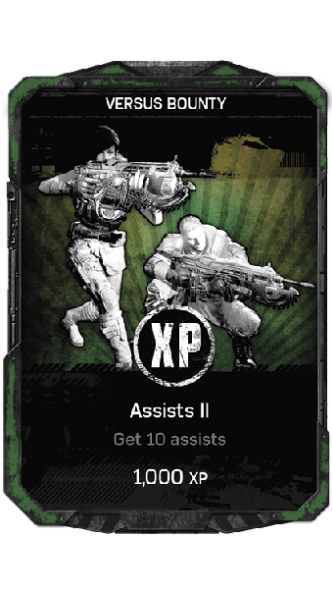
Get a score of 1,500 or higher in an Arms Race match.


VERSUS BOUNTY
Assists I
Get 5 assists
500 XP

Reward: 500 XP

Rarity: Common

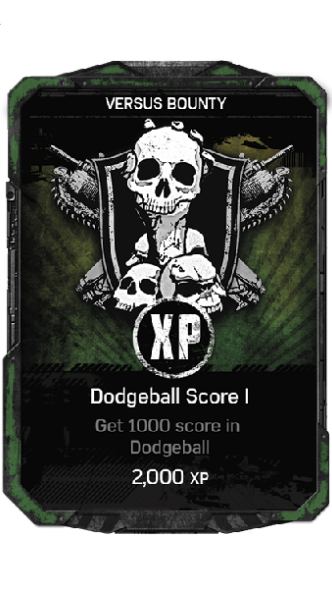
Get 5 assists in a Versus match.


VERSUS BOUNTY
Assists II
Get 10 assists
1,000 XP

Reward: 1,000 XP

Rarity: Common

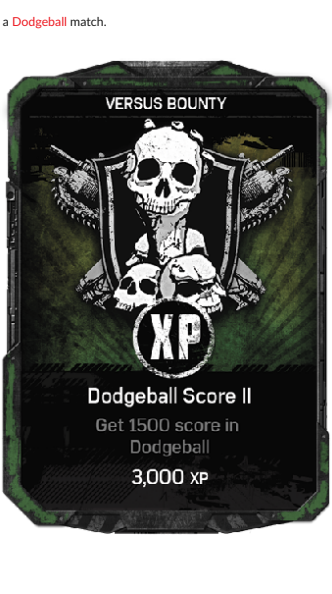
Get 10 assists in a Versus match.


VERSUS BOUNTY
Dodgeball Score I
Get 1000 score in Dodgeball
2,000 XP

Reward: 2,000 XP

Rarity: Common

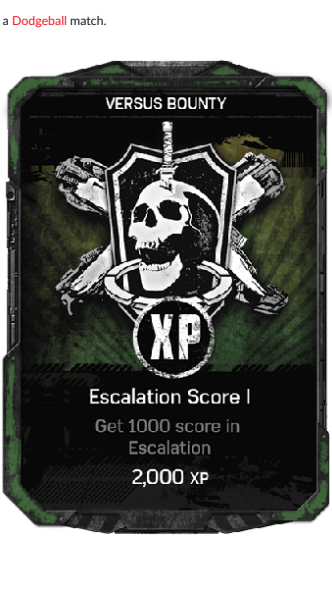
Get a score of 1,000 or higher in a Dodgeball match.


VERSUS BOUNTY
Dodgeball Score II
Get 1500 score in Dodgeball
3,000 XP

Reward: 3,000 XP

Rarity: Common

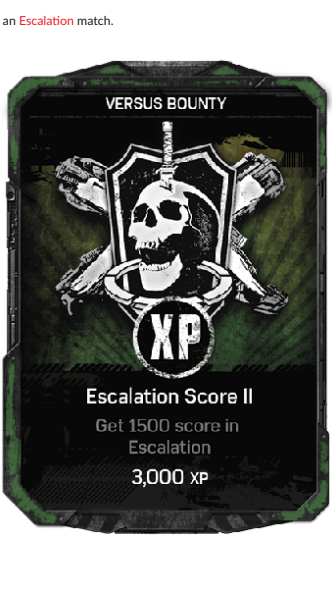
Get a score of 1,500 or higher in a Dodgeball match.


VERSUS BOUNTY
Escalation Score I
Get 1000 score in Escalation
2,000 XP

Reward: 2,000 XP

Rarity: Common

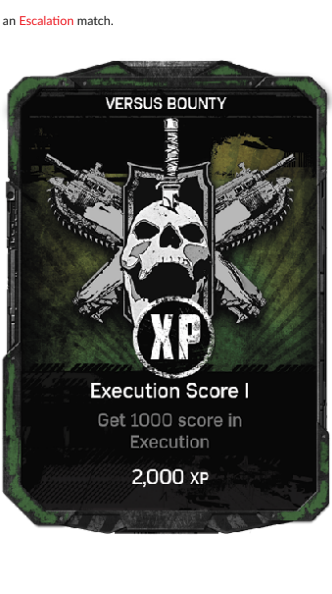
Get a score of 1,000 or higher in an Escalation match.


VERSUS BOUNTY
Escalation Score II
Get 1500 score in Escalation
3,000 XP

Reward: 3,000 XP

Rarity: Common

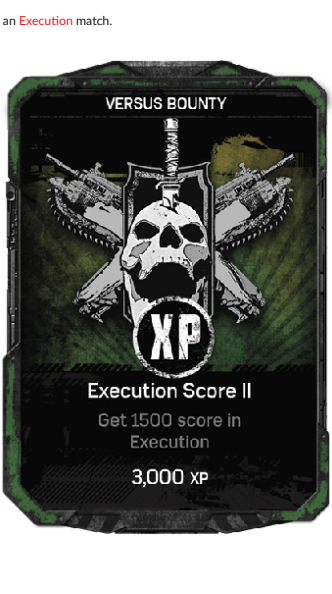
Get a score of 1,500 or higher in an Escalation match.


VERSUS BOUNTY
Execution Score I
Get 1000 score in Execution
2,000 XP

Reward: 2,000 XP

Rarity: Common

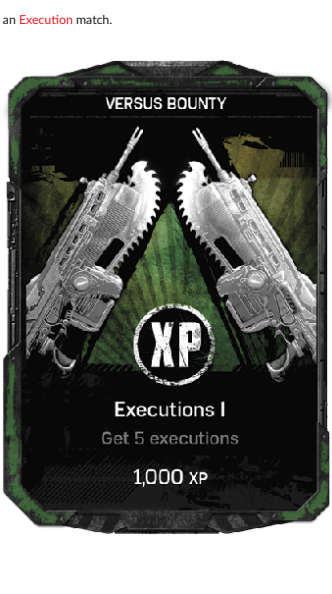
Get a score of 1,000 or higher in an Execution match.


VERSUS BOUNTY
Execution Score II
Get 1500 score in Execution
3,000 XP

Reward: 3,000 XP

Rarity: Common

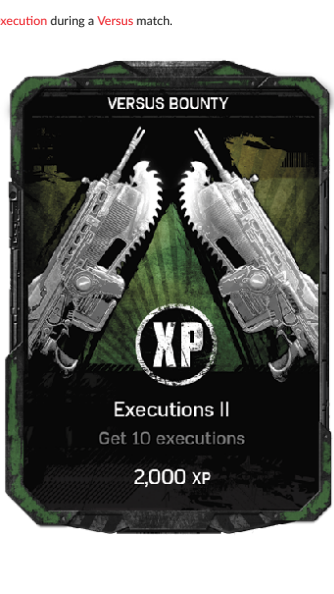
Get a score of 1,500 or higher in an Execution match.


VERSUS BOUNTY
Executions I
Get 5 executions
1,000 XP

Reward: 1,000 XP

Rarity: Common

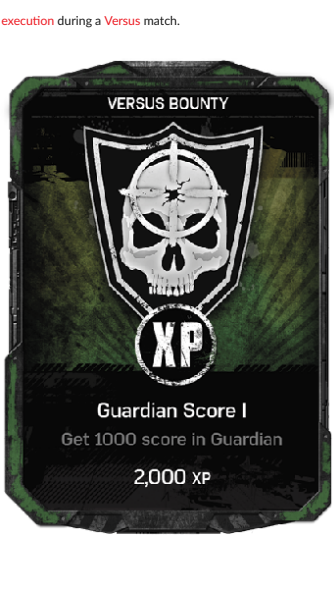
Kill 5 or more enemies with an execution during a Versus match.


VERSUS BOUNTY
Executions II
Get 10 executions
2,000 XP

Reward: 2,000 XP

Rarity: Common

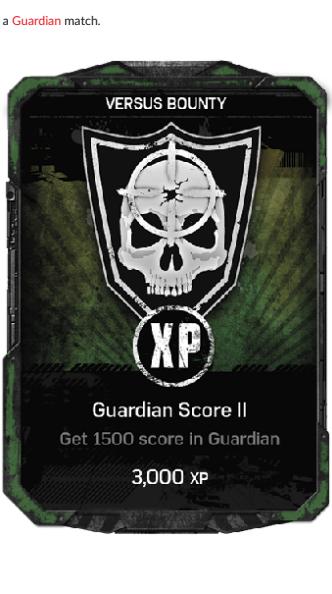
Kill 10 or more enemies with an execution during a Versus match.


VERSUS BOUNTY
Guardian Score I
Get 1000 score in Guardian
2,000 XP

Reward: 2,000 XP

Rarity: Common

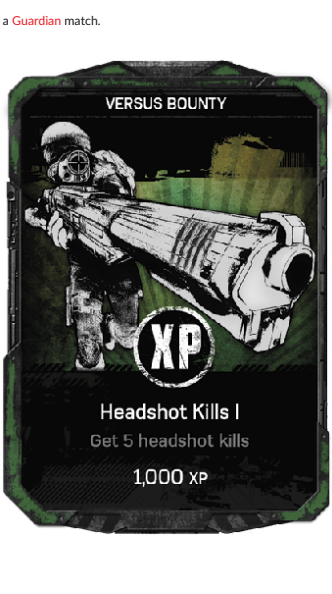
Get a score of 1,000 or higher in a Guardian match.


VERSUS BOUNTY
Guardian Score II
Get 1500 score in Guardian
3,000 XP

Reward: 3,000 XP

Rarity: Common

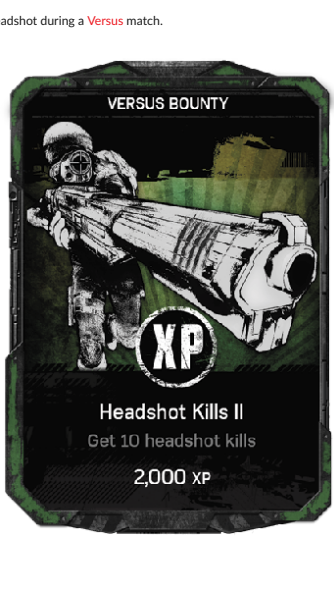
Get a score of 1,500 or higher in a Guardian match.


VERSUS BOUNTY
Headshot Kills I
Get 5 headshot kills
1,000 XP

Reward: 1,000 XP

Rarity: Common

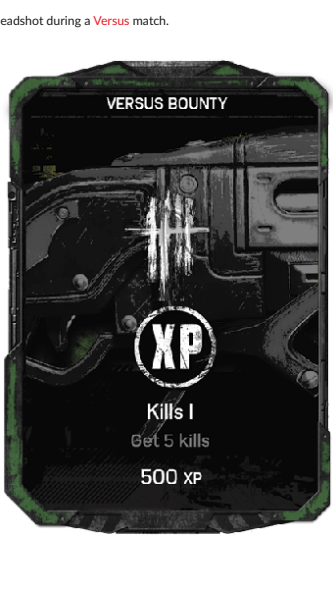
Kill 5 or more enemies with a headshot during a Versus match.


VERSUS BOUNTY
Headshot Kills II
Get 10 headshot kills
2,000 XP

Reward: 2,000 XP

Rarity: Common

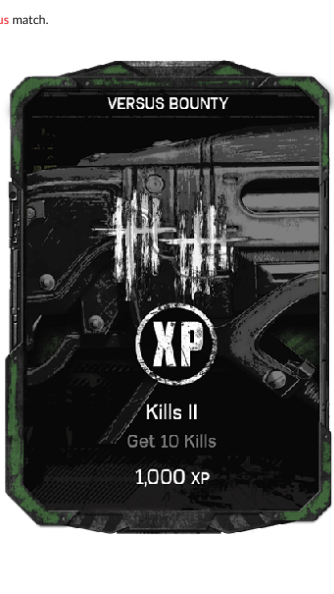
Kill 10 or more enemies with a headshot during a Versus match.


VERSUS BOUNTY
Kills I
Get 5 kills
500 XP

Reward: 500 XP

Rarity: Common

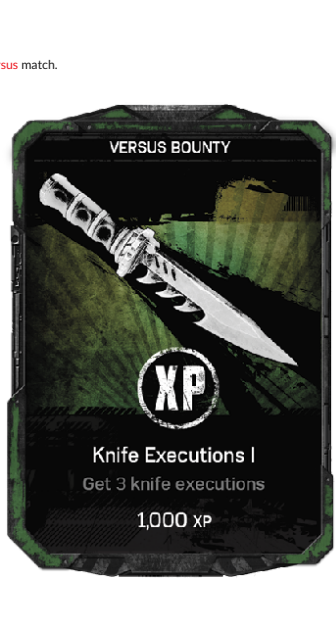
Kill 5 or more enemies in a Versus match.


VERSUS BOUNTY
Kills II
Get 10 Kills
1,000 XP

Reward: 1,000 XP

Rarity: Common

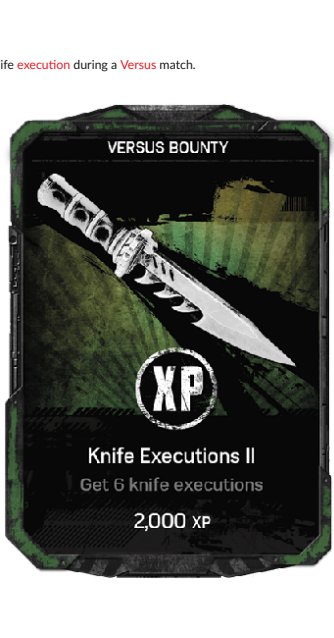
Kill 10 or more enemies in a Versus match.


VERSUS BOUNTY
Knife Executions I
Get 3 knife executions
1,000 XP

Reward: 1,000 XP

Rarity: Common

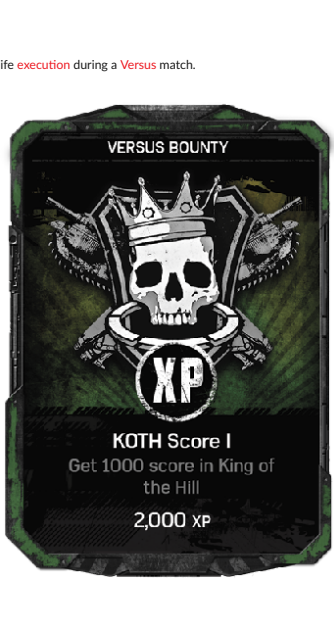
Kill 3 or more enemies with a knife execution during a Versus match.


VERSUS BOUNTY
Knife Executions II
Get 6 knife executions
2,000 XP

Reward: 2,000 XP

Rarity: Common

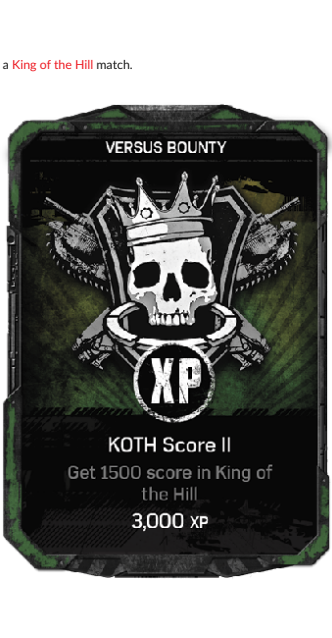
Kill 6 or more enemies with a knife execution during a Versus match.


VERSUS BOUNTY
KOTH Score I
Get 1000 score in King of the Hill
2,000 XP

Reward: 2,000 XP

Rarity: Common

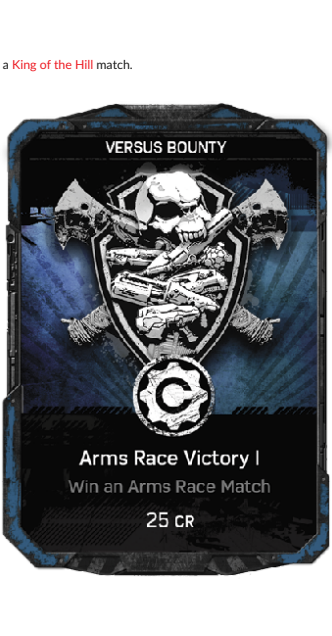
Get a score of 1,000 or higher in a King of the Hill match.


VERSUS BOUNTY
KOTH Score II
Get 1500 score in King of the Hill
3,000 XP

Reward: 3,000 XP

Rarity: Common

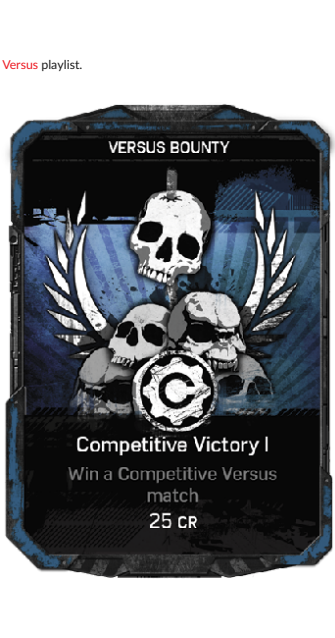
Get a score of 1,500 or higher in a King of the Hill match.


VERSUS BOUNTY
Arms Race Victory I
Win an Arms Race Match
25 CR

Reward: 25 Credits

Rarity: Rare

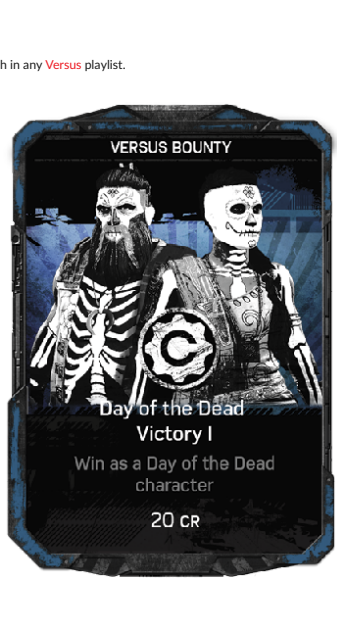
Win an Arms Race match in any Versus playlist.


VERSUS BOUNTY
Competitive Victory I
Win a Competitive Versus match
25 CR

Reward: 25 Credits

Rarity: Rare

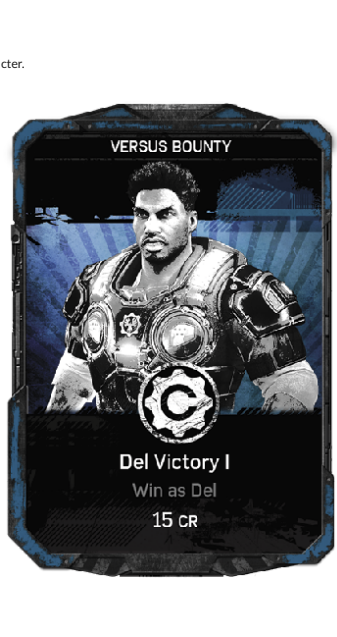
Win a Competitive Versus match in any Versus playlist.


VERSUS BOUNTY
Day of the Dead Victory I
Win as a Day of the Dead character
20 CR

Reward: 20 Credits

Rarity: Rare

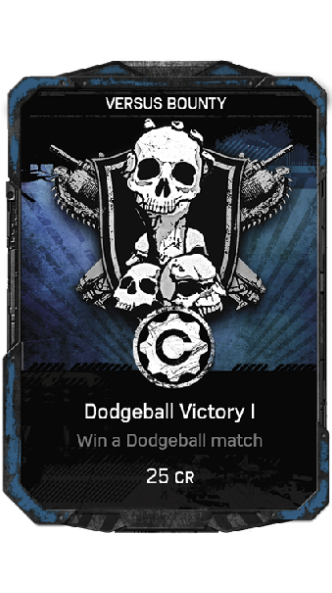
Win as a Day of the Dead character.


VERSUS BOUNTY
Del Victory I
Win as Del
15 CR

Reward: 15 Credits

Rarity: Rare

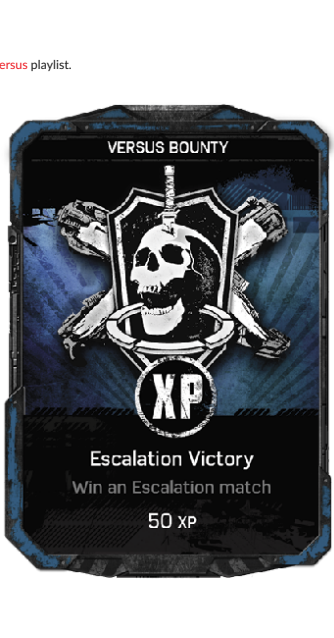
Win as Del.


VERSUS BOUNTY
Dodgeball Victory I
Win a Dodgeball match
25 CR

Reward: 25 Credits

Rarity: Rare

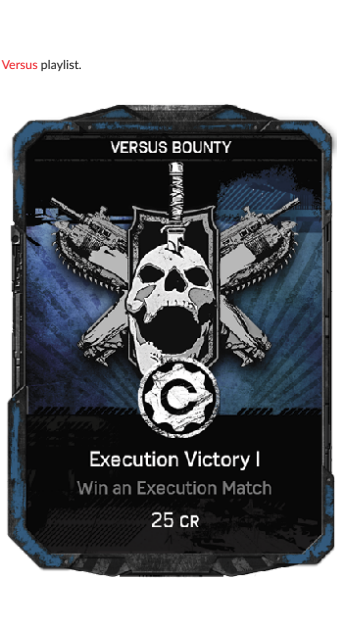
Win a Dodgeball match in any Versus playlist.


VERSUS BOUNTY
Escalation Victory
Win an Escalation match
50 XP

Reward: 50 Credits

Rarity: Rare

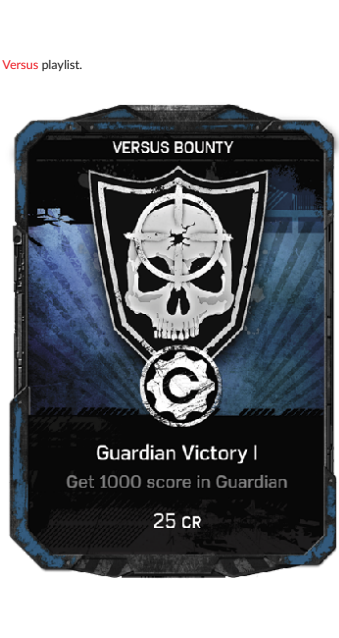
Win an Escalation match in any Versus playlist.


VERSUS BOUNTY
Execution Victory I
Win an Execution Match
25 CR

Reward: 25 Credits

Rarity: Rare

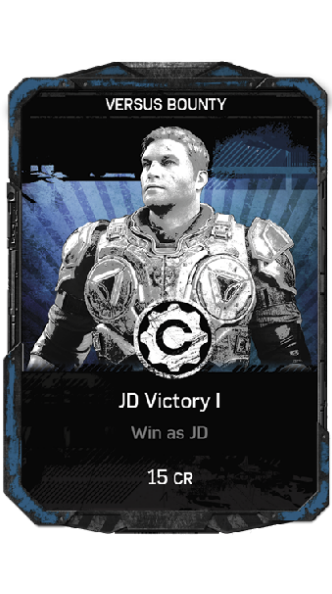
Win an Execution match in any Versus playlist.


VERSUS BOUNTY
Guardian Victory I
Get 1000 score in Guardian
25 CR

Reward: 25 Credits

Rarity: Rare

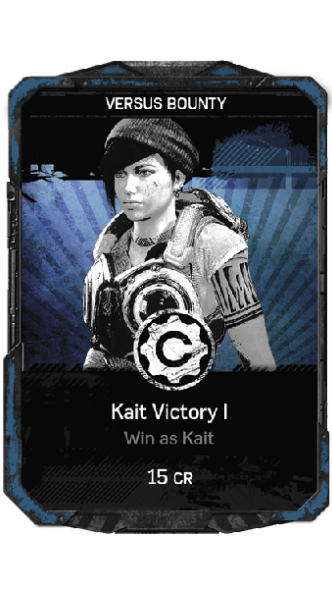
Get 1000 score in Guardian.


VERSUS BOUNTY
JD Victory I
Win as JD
15 CR

Reward: 15 Credits

Rarity: Rare

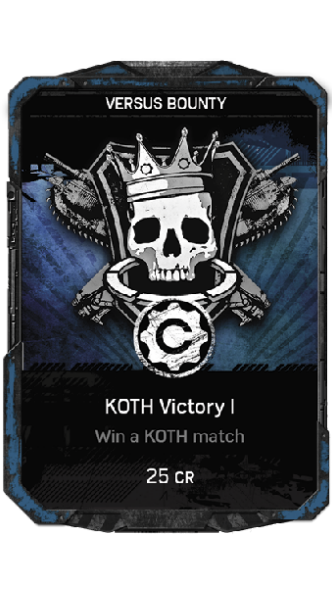
Win as JD.


VERSUS BOUNTY
Kait Victory I
Win as Kait
15 CR

Reward: 15 Credits

Rarity: Rare

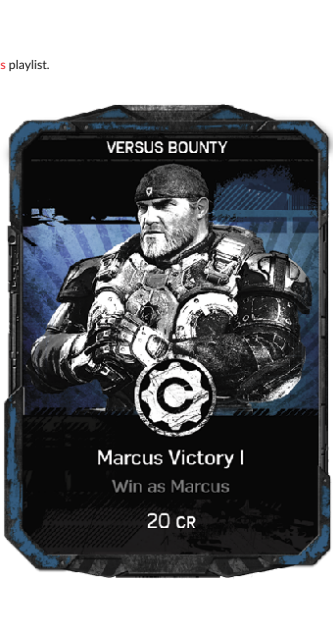
Win as Kait.


VERSUS BOUNTY
KOTH Victory I
Win a KOTH match
25 CR

Reward: 25 Credits

Rarity: Rare

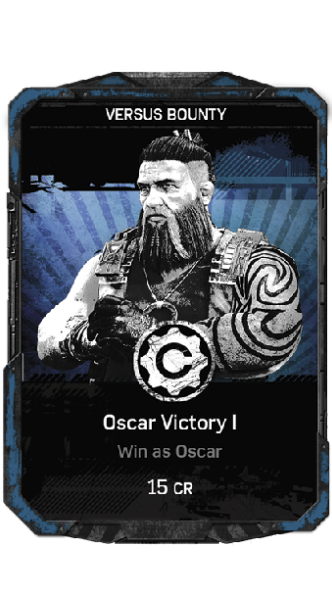
Win a KOTH match in any Versus playlist.


VERSUS BOUNTY
Marcus Victory I
Win as Marcus
20 CR

Reward: 20 Credits

Rarity: Rare

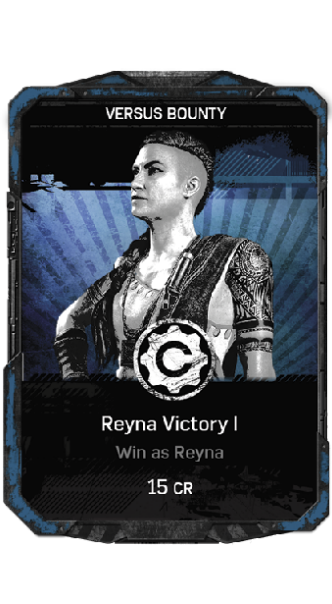
Win as Marcus.


VERSUS BOUNTY
Oscar Victory I
Win as Oscar
15 CR

Reward: 15 Credits

Rarity: Rare

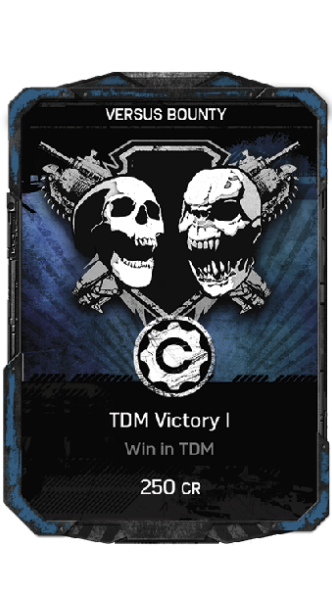
Win as Oscar.


VERSUS BOUNTY
Reyna Victory I
Win as Reyna
15 CR

Reward: 15 Credits

Rarity: Rare

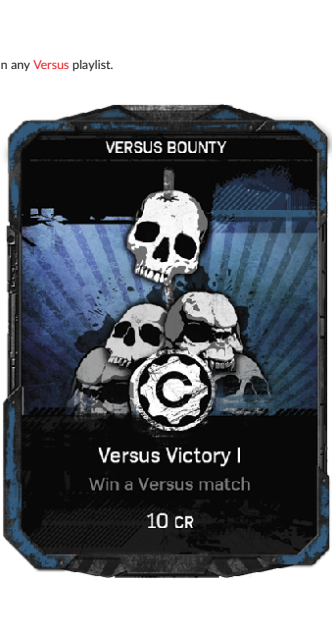
Win as Reyna.


VERSUS BOUNTY
TDM Victory I
Win in TDM
250 CR

Reward: 25 Credits

Rarity: Rare

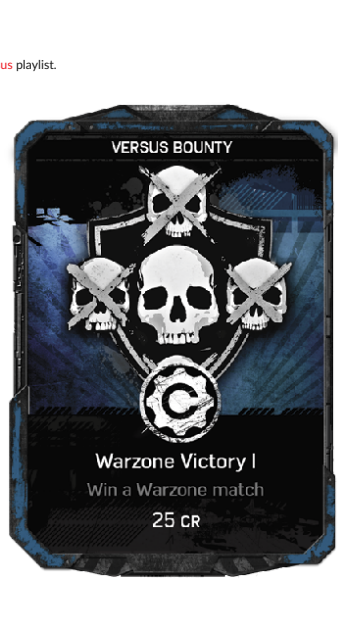
Win a Team Deathmatch match in any Versus playlist.


VERSUS BOUNTY
Versus Victory I
Win a Versus match
10 CR

Reward: 10 Credits

Rarity: Rare

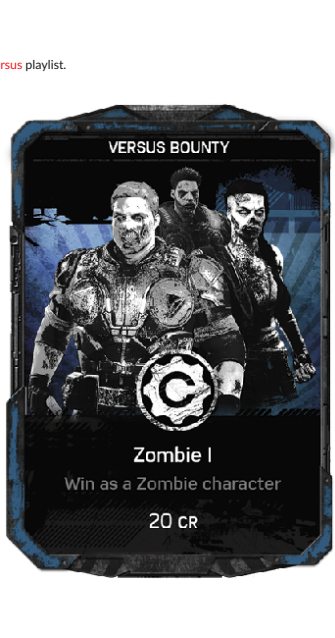
Win a Versus match in any Versus playlist.


VERSUS BOUNTY
Warzone Victory I
Win a Warzone match
25 CR

Reward: 25 Credits

Rarity: Rare

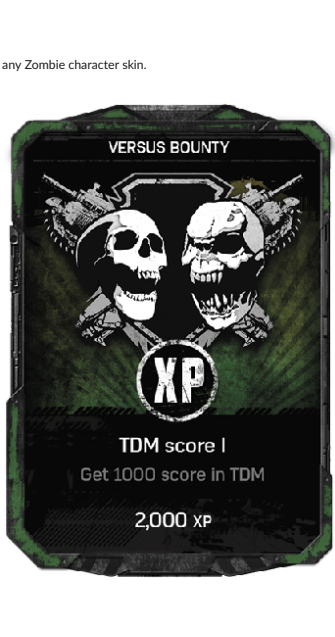
Win a Warzone match in any Versus playlist.


VERSUS BOUNTY
Zombie I
Win as a Zombie character
20 CR

Reward: 20 Credits

Rarity: Rare

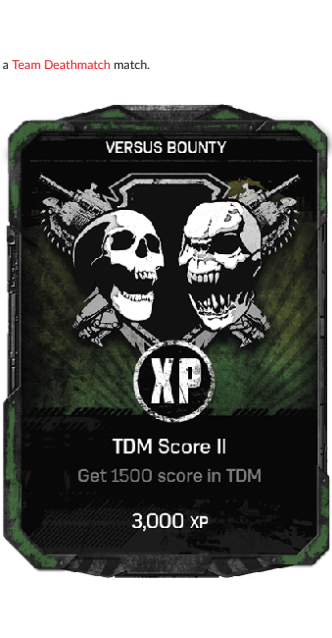
Win a Versus match while using any Zombie character skin.


VERSUS BOUNTY
TDM score I
Get 1000 score in TDM
2,000 XP

Reward: 2,000 XP

Rarity: Common

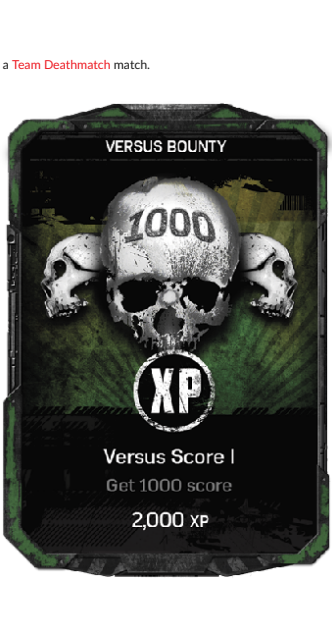
Get a score of 1,000 or higher in a Team Deathmatch match.


VERSUS BOUNTY
TDM Score II
Get 1500 score in TDM
3,000 XP

Reward: 3,000 XP

Rarity: Common

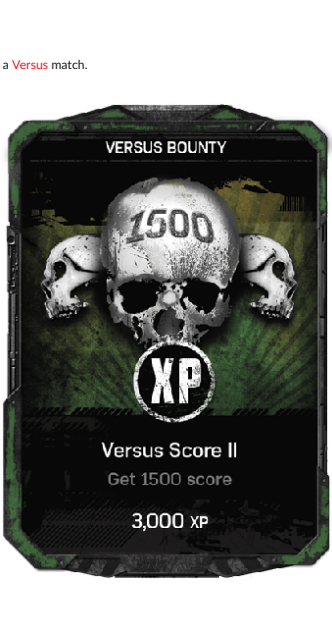
Get a score of 1,500 or higher in a Team Deathmatch match.


VERSUS BOUNTY
1000
Versus Score I
Get 1000 score
2,000 XP

Reward: 2,000 XP

Rarity: Common

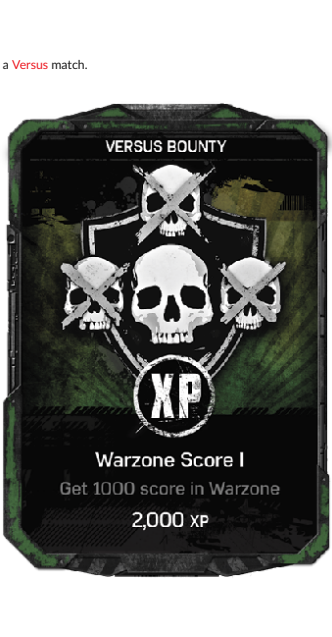
Get a score of 1,000 or higher in a Versus match.


VERSUS BOUNTY
1500
Versus Score II
Get 1500 score
3,000 XP

Reward: 3,000 XP

Rarity: Common

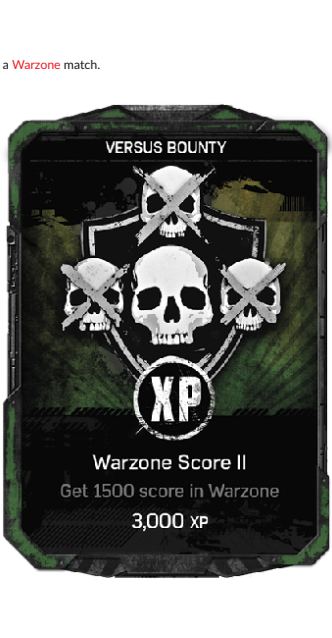
Get a score of 1,500 or higher in a Versus match.


VERSUS BOUNTY
Warzone Score I
Get 1000 score in Warzone
2,000 XP

Reward: 2,000 XP

Rarity: Common

Get a score of 1,000 or higher in a Warzone match.


VERSUS BOUNTY
Warzone Score II
Get 1500 score in Warzone
3,000 XP

Reward: 3,000 XP

Rarity: Common

Get a score of 1,500 or higher in a Warzone match.

NOTICE:

All online values presented in this guide may be subject to change.

GEARS 4

Achievements

Overview

There are 75 Achievements available in *Gears of War 4*. Most are only worth 5 Gamer Score, while Seriously 4.0 nets 200 points. Just playing through Campaign, Horde 3.0, and Versus will earn most of them, but several require a whole lot of hours to get there. The Achievements are organized by the mode at which they are available.

WAVE 6
SCORE 12,549
CARRYING 0
FABRICATOR 2,609
WAVE BEGINS IN
11
FABRICATOR UPGRADED!
LEVEL 2
024
Shock Sentry Lv1

Achievement unlocked
10 - Gold Digger

POSSIBLE SPOILERS!

The Campaign Mode segment below may contain spoilers, so if you haven't played the story yet, you may want to skip this section.

Play through the story to earn the following. The last of these Achievements requires completing the campaign on Insane Difficulty and in Co-op.

NAME	GOAL/REQUIREMENT	GAMER SCORE
And We're Back	Complete the Prologue and watched opening Credits	5
And You Said We Couldn't Fly	Ride the ore transporter counterweight cable out of the mine	5
As If Snatchers Weren't Bad Enough	Survive the Pouncer ambush outside of the tram station	5
Betty's My Kind of Girl	Fight your way to the Dam using Jack Jr and Second Betty	5
Broadcast This!	Defeat the Speaker and his Swarmak mount	5
Jinn's Overreaction	Defeat the Vulture while riding on a Track Mule	5
Long Enough We'll Need This	Defend the Speyer Radio Tower while waiting for backup	5
Looks Like an Elevator to Hell	Ride the ore transporter to the bottom of the mine	5
Not Going to Stop Us, Right?	Defeat the Hive Boss	5
One Hell of an Exhibit	Survive the onslaught of Swarm while holding up in the museum	5
Raiding is what Outsiders Do	Liberate a Fabricator from Settlement 5	5
Still Not Ironic	Restore power to the dam by reseting the generators	5
Warriors, Kings....Wizards	Survived the King's chamber and discovered a way out of the catacombs	5
Welcome Home	Escape from your childhood home	5
When it Leads to War	Defend your Outsider Village from the COG	5
You Smell Bad	Rescue Marcus from the Snatcher pod	5
Ready for More	Complete all campaign Acts (any difficulty)	10
Learned the Hard Way	Complete all campaign Acts on Hardcore or Insane Difficulty	20
The Night is Dark and Full of Terrors	Complete all campaign Acts on Insane Difficulty	30
Come And Knock on My Door	Complete one Act in Co-op Campaign (any difficulty)	5
Brothers Till The End	Complete all Campaign Acts in Co-op (any difficulty)	20

THE SOUND OF SILENCE

GAMER SCORE: 25

Complete the Campaign without dropping your inheritance. During Act 2, you receive a special Lancer. Play through the rest of the Campaign without dropping the gun to earn this Achievement. It doesn't matter what you carry in the other slot, just as long as you keep this weapon in your possession.

GONE WITH THE WINDFLARE

GAMER SCORE: 5

Kill 15 enemies using the environment during a windflare. During the wind storms, look for opportunities to destroy enemy cover or to send weakened structures hurtling towards foes. Take out 15 enemies across all Campaign playthroughs to earn Gone With the Windflare.

LOOK OUT! UH... NEVER MIND

GAMER SCORE: 5

Kill 25 enemies by dropping pods on them. During the campaign, pods that hang from above can be released by shooting the tendrils that support them. Shoot through the tendrils to drop the pods onto enemies for easy kills. Best performed during Acts 2 through 4.

BUT YOU CAN'T PICK YOUR FAMILY

GAMER SCORE: 5

Find 5 weapons in snot bubbles. Be on the lookout for silvery shiny globs of organic matter clinging to the ceiling, beginning in Act 2. Many of these "snot bubbles" contain powerful weapons like the Mulcher or Boomshot. Shoot the ropy material to free the weapons.

KILLDOZER

GAMER SCORE: 5

Run over 15 enemies with the Silverback Loader. You'll obtain a Silverback Loader in Act 3, Chapter 6. Hold the Run Button just as you would if roadie running and use the Loader to trample over the Juvies and Drones that attack as you descend the mine. You'll have another chance with the Loader in Act 4.

COLLECTIBLES

Gather the collectibles and CoG Tags during the Campaign. Refer to the individual acts of the Campaign walkthrough for details on the location of each of these items.

NAME	GOAL/REQUIREMENT	GAMER SCORE
Collector	Recover 5 Campaign collectibles	5
Pack Rat	Recover 10 Campaign collectibles	10
Completist	Recover all Campaign collectibles	15
Remember the Fallen	Recover all CoG Tags during the Campaign	15

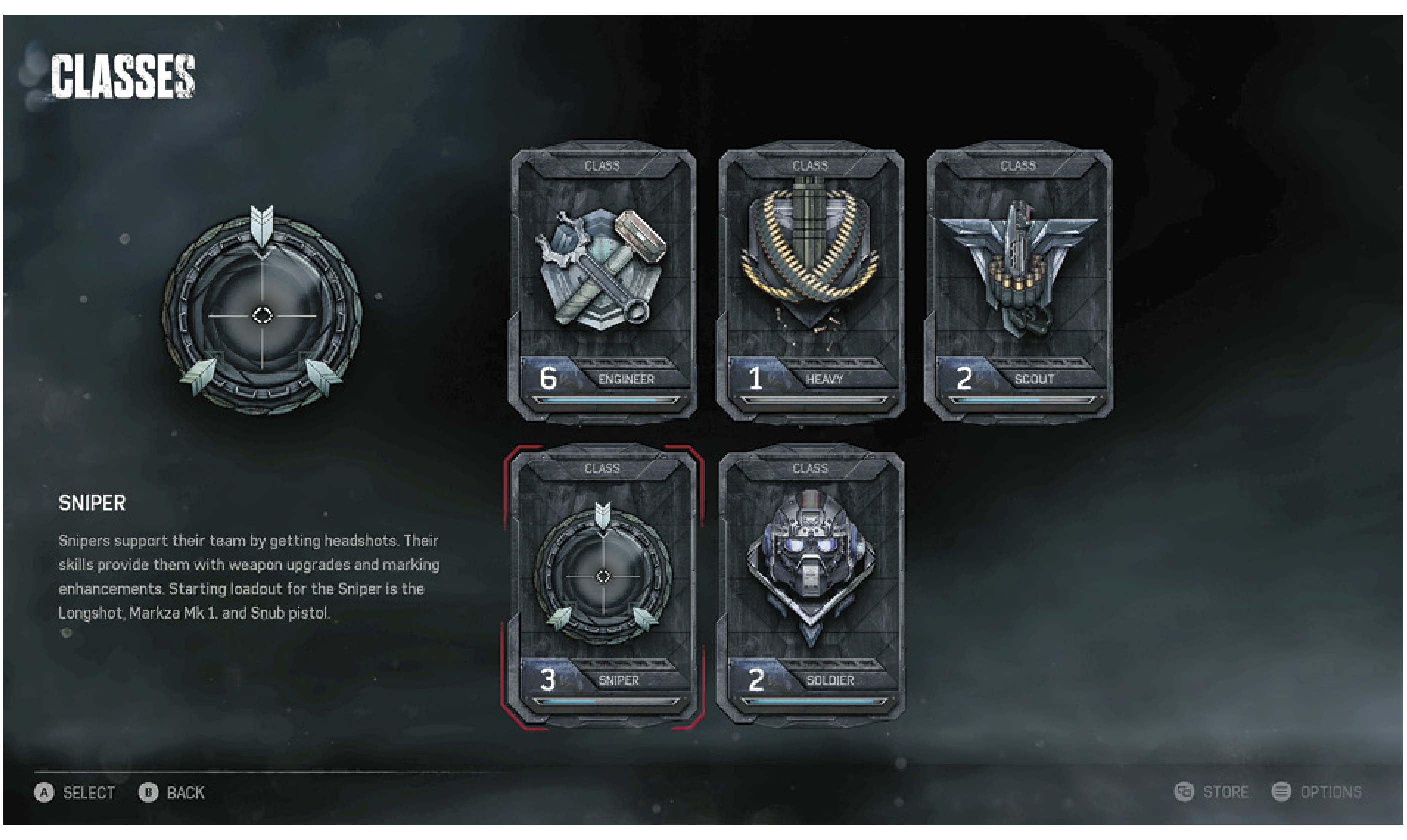
Completing 50 consecutive waves of Horde is hard enough, but the following requires you to do it with each class on Insane Difficulty, as well as on all ten Launch Series maps (any difficulty).

2 TC Prima 1
Swarm Drone

NAME	GOAL/REQUIREMENT	GAMER SCORE
At First I Was Afraid, I Was Petrified	Survive the first 10 consecutive waves of Horde (any difficulty, any map)	10
Bilford Bogin!	Complete 50 consecutive waves of Horde (any difficulty, any map)	25
Job's Done	Complete 50 consecutive waves of Horde as Engineer on Insane (any map)	20
I Choose Violence	Complete 50 consecutive waves of Horde as Heavy on Insane (any map)	20
I Have Approximate Knowledge of Many Things	Complete 50 consecutive waves of Horde as Scout on Insane (any map)	20
Give a Name. Any Name.	Complete 50 consecutive waves of Horde as Sniper on Insane (any map)	20
Oh What a Day! What a Lovely Day!	Complete 50 consecutive waves of Horde as Soldier on Insane (any map)	20
I've Killed Things, Seen Places	Complete 50 consecutive waves of Horde on every Launch Series map (any difficulty)	50

LEVEL UP CLASSES

Play as each class to earn XP and level them up. Reaching Level 10 allows you to use five class skills, greatly improving gameplay. Do this with all five classes to earn these Achievements.


CLASSES
6 ENGINEER
1 HEAVY
2 SCOUT
3 SNIPER
2 SOLDIER
A SELECT
B BACK
STORE
OPTIONS

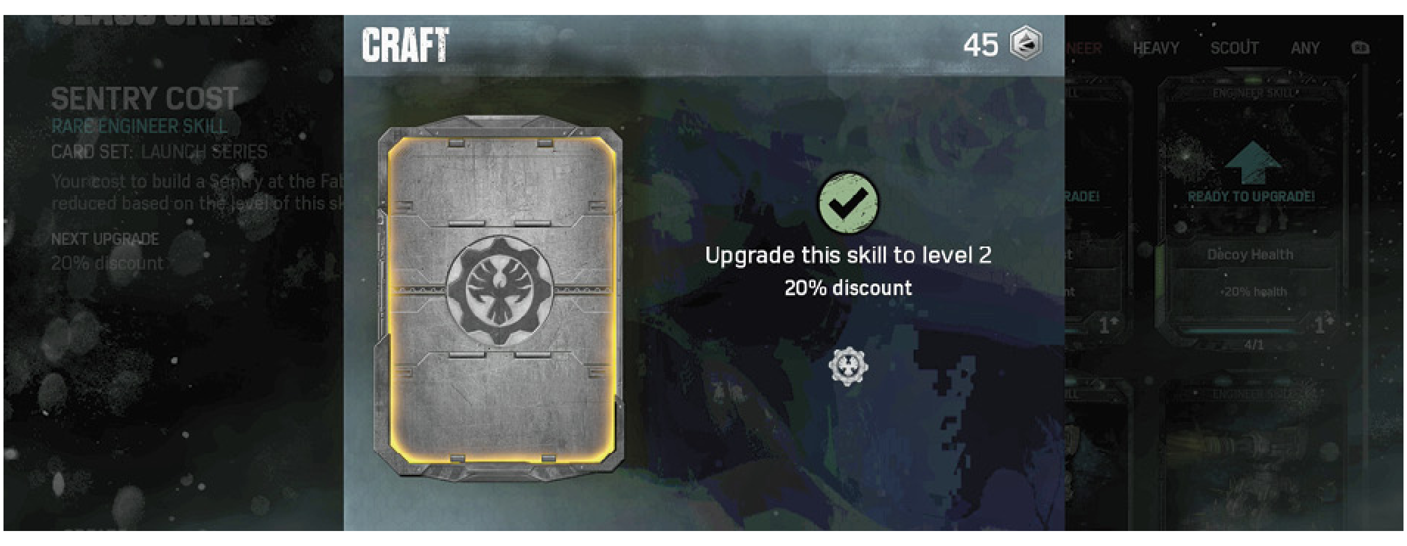
SNIPER

Snipers support their team by getting headshots. Their skills provide them with weapon upgrades and marking enhancements. Starting loadout for the Sniper is the Longshot, Markza Mk 1. and Snub pistol.

NAME	GOAL/REQUIREMENT	GAMER SCORE
Classy Move	Reach level 10 in one Horde Class	5
Stay Classy	Reach level 10 in every Launch Horde Class	10

UPGRADE SKILL CARDS

Destroy a total of 19 duplicate cards to upgrade that Skill card to Level 5. Now do that with over 50 Launch Series Skill cards to earn 10 Gamer Score.

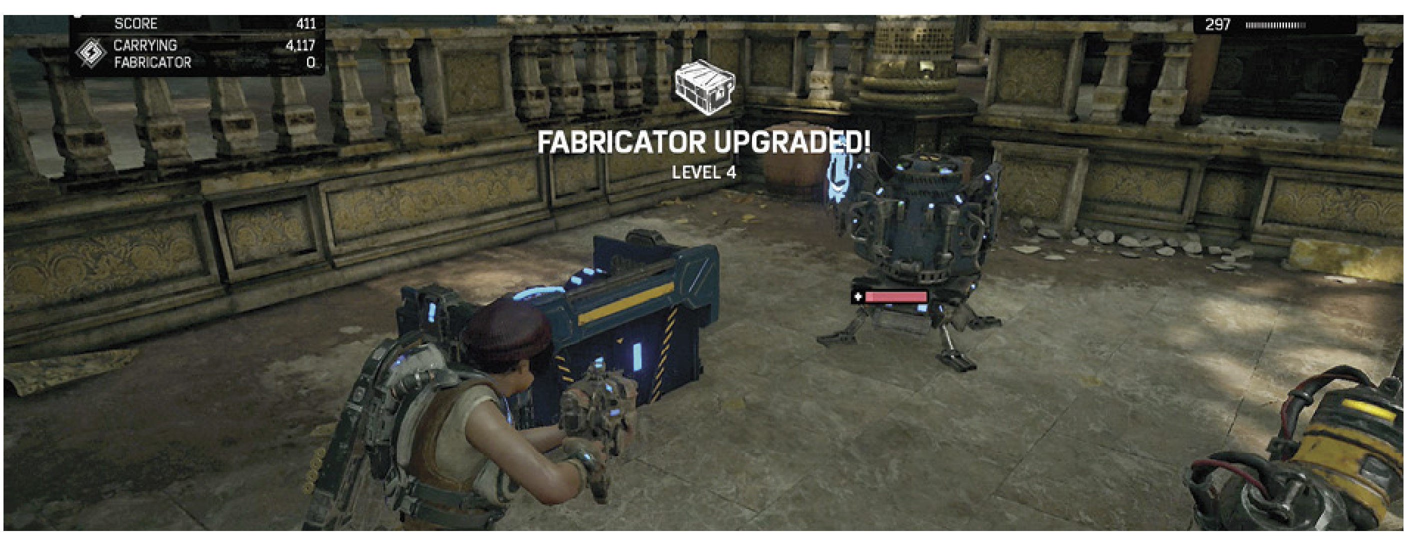

SENTRY COST
RARE ENGINEER SKILL
CARD SET: LAUNCH SERIES
NEXT UPGRADE
20% discount
CRAFT
45
HEAVY
SCOUT
ANY
READY TO UPGRADE!
Decoy Health
+20% health

Upgrade this skill to level 2
20% discount

NAME	GOAL/REQUIREMENT	GAMER SCORE
I Have a Very Particular Set of Skills	Upgrade a Skill card to maximum level	5
Skills That Make Me a Nightmare	Upgrade all Launch Series Skill cards to maximum level	10

TEA. EARL GREY. HOT.

GAMER SCORE: 5


SCORE 411
CARRYING 4,117
FABRICATOR 0
297
FABRICATOR UPGRADED!
LEVEL 4

Upgrade Fabricator to maximum level (in one session). Collect Power dropped by the DeeBees and Swarm and return it to the Fabricator to build your reserves. Money spent toward building fortifications goes toward the Fabricator's level. Once the team has spent 120,000 Power on new fortifications, the Fabricator reaches Level 4.

SUGAR DADDY

GAMER SCORE: 10

Deposit 1,000,000 Power in the Fabricator (across all sessions). Collect Power from downed enemies and return it to the Fabricator. Once you have accumulated 100,000 over all Horde games, this Achievement is earned.

GOLD DIGGER

GAMER SCORE: 10

Spend 100,000 Power in the Fabricator (across all sessions). Fortifications are available for purchase once you place the Fabricator, as well as a Repair Tool. Level it up to Levels 2 & 3 unlocks weapons for sale. To earn Gold Digger, spend a total of 1,000,000 Power on these items over all Horde games.

CALL A DR. IF LASTING MORE THAN 4 TEAMMATES

GAMER SCORE: 5

Resurrect four teammates using the Fabricator in a single session (any difficulty). When a teammate dies in the battlefield, CoG Tags are dropped at their location. Collect the tags and return them to the Fabricator to revive the player. Play deep into Horde 3.0 and you will get plenty of opportunities to perform this action.

BONUS OBJECTIVE
5/10
0:12
YOU'RE THE LAST MAN STANDING
2 TC Prima 1

Achievements

Campaign or Horde Mode

The following three Achievements can be completed in Campaign or Horde.

STOP HITTING YOURSELF

GAMER SCORE: 5

Kill a Guardian or Sentinel with a Guardian or Sentinel weapon. Down a Guardian or Sentinel and pickup its RL-4 Salvo or Tri-Shot Heavy Weapon. Now down another one of these aerial Deebees with that weapon to earn the Achievement.

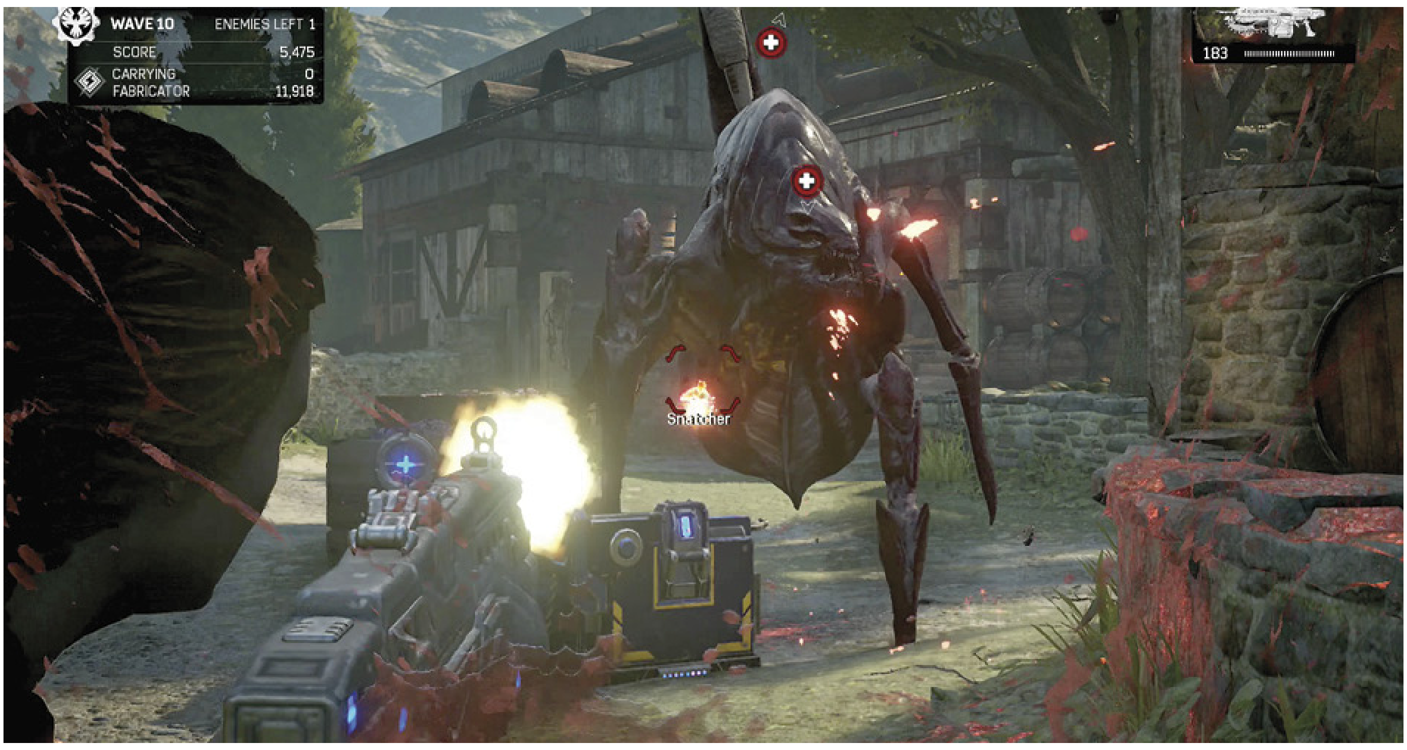
POUNSUS INTERRUPTUS

GAMER SCORE: 5

Kill a Pouncer mid-pounce with Shotgun or Chainsaw. Pouncers are encountered in the Campaign and Horde modes. Get the Pouncer's attention while it's atop a piece of cover, back away from it a few steps to bait it into leaping, then rev your chainsaw. If things go well, you take down the Pouncer and earn Pounsus Interuptus. Watch out as it may throw its quills in an attempt to stun you.

I LIVE. I DIE. I LIVE AGAIN!

GAMER SCORE: 5

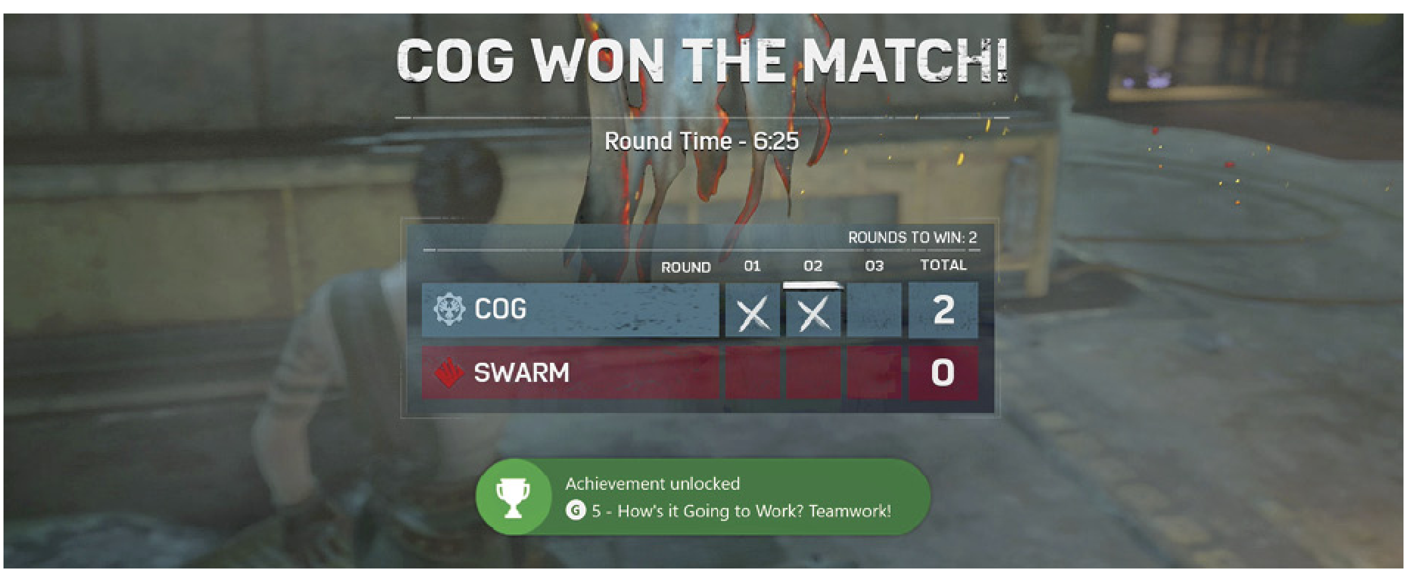


Rescue someone from inside a Snatcher. The Snatcher appears in the Campaign as well as a random chance in a Horde Boss Wave. If a player is DBNO near the enemy, it snatches the downed player and swallows it whole. Concentrate gunfire on the swollen stomach until the teammate is freed.

Achievements

Versus

Compete in Versus matches to earn the following. The first four are earned by winning matches in Co-op Versus on each difficulty.


COG WON THE MATCH!
Round Time - 6:25
ROUNDS TO WIN: 2
ROUND
01
02
03
TOTAL
COG
2
SWARM
0

Achievement unlocked
5 - How's it Going to Work? Teamwork!

NAME	GOAL/REQUIREMENT	GAMER SCORE
How's it Going to Work? Teamwork!	Win a Casual Co-op Versus match.	5
Teamwork Makes the Dream Work!	Win a Normal Co-op Versus match.	5
Talent Gets Kills, Teamwork Wins Games!	Win a Hardcore Co-op Versus match.	5
To Go Fast, Go Alone. To Go Far, Go Together	Win an Insane Co-op Versus match.	5

RANKED AND FILED

GAMER SCORE: 5

Achieve a Rank in all launch game modes. Complete five Placement Matches in each of the eight Versus Game Modes, of which six are Core Tuning while Escalation and Execution are Competitive Tuning.

CHEST CANDY

GAMER SCORE: 10

Earn one of each launch Ribbon. There are 125 Ribbons that can be earned throughout the Versus modes. Earn at least one of each to complete this Achievement.

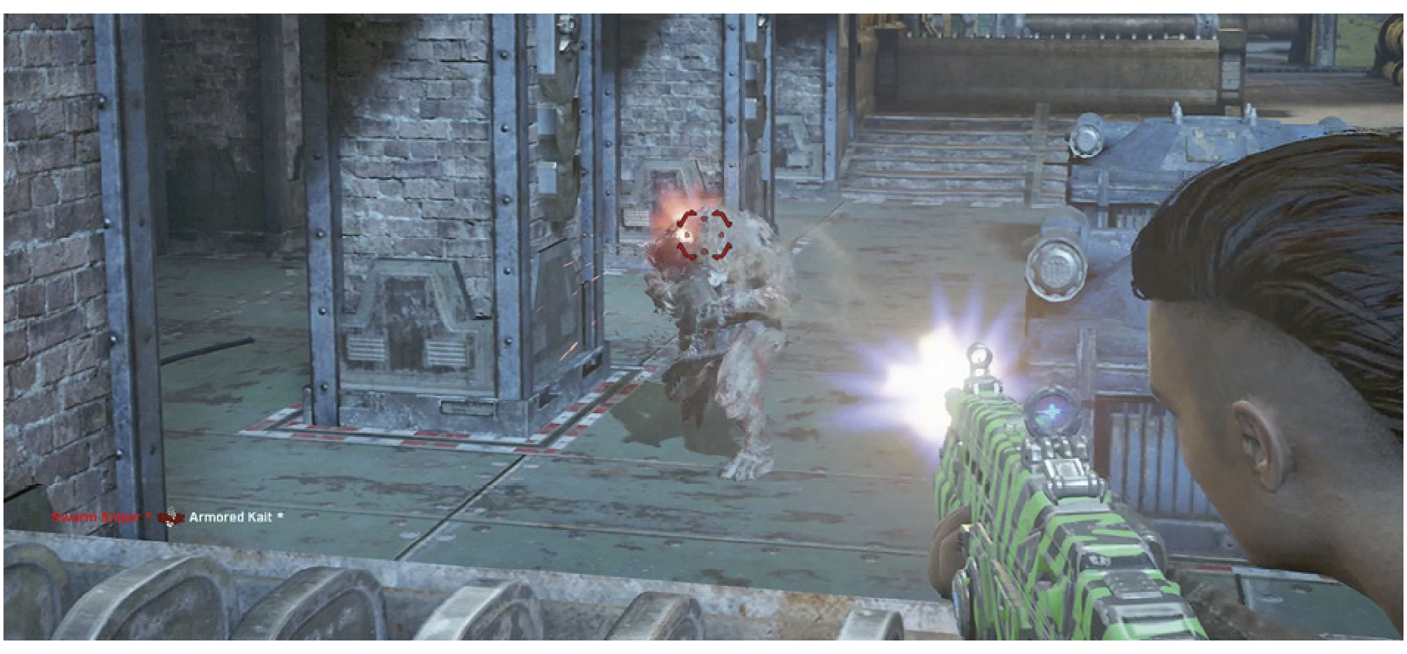
ROLLIN' WITH THE HOMIES

GAMER SCORE: 5

Earn the maximum Consecutive Match Bonus in Versus. Select Social from the Versus menu and play through five matches in a row.

BIG OL HERO

GAMER SCORE: 5



Get the "Big Ol Hero" Ribbon ten times. This Ribbon requires that you win a Dodgeball match where you were the last man standing. Stage a comeback after being the last player remaining on your team. Don't worry, each kill brings another teammate back.

SAY HELLO TO MY LITTLE FRIEND

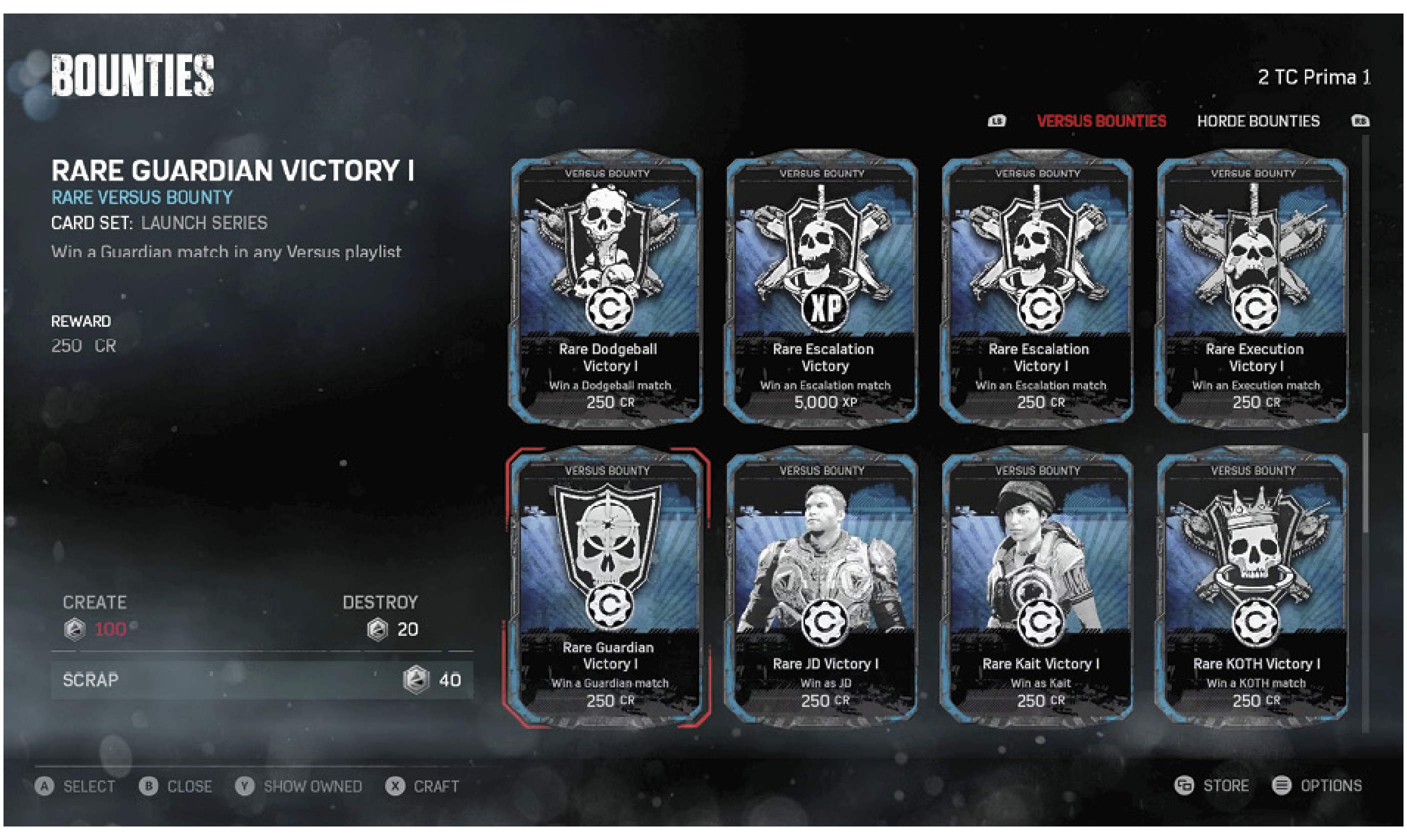
GAMER SCORE: 5

Victory
ENGINEERING

Get the final winning kill in Arms Race. The game cycles through 13 weapons, each requiring three kills to proceed through the list. The final weapon is the Boltok. Get the third kill with this pistol to score the Achievement.

BOUNTY HUNTER

GAMER SCORE: 10


BOUNTIES
2 TC Prima 1
VERSUS BOUNTIES
HORDE BOUNTIES
RARE GUARDIAN VICTORY I
RARE VERSUS BOUNTY
CARD SET: LAUNCH SERIES
REWARD
250 CR
CREATE
100
DESTROY
20
SCRAP
40
VERSUS BOUNTY
Rare Dodgeball Victory I
Win a Dodgeball match
250 CR
Rare Escalation Victory
Win an Escalation match
5,000 XP
Rare Escalation Victory I
Win an Escalation match
250 CR
Rare Execution Victory I
Win an Execution match
250 CR
Rare Guardian Victory I
Win a Guardian match
250 CR
Rare JD Victory I
Win as JD
250 CR
Rare Kait Victory I
Win as Kait
250 CR
Rare KOTH Victory I
Win a KOTH match
250 CR
SELECT
CLOSE
SHOW OWNED
CRAFT
STORE
OPTIONS

Win a Guardian match in any Versus playlist

Complete 20 Bounties. As you collect Versus Bounty Cards, you gain the ability to select one Bounty before each match. Complete the task on the bounty card during a single game to earn XP. Once you successfully finish it, the card is destroyed. Collect and complete 20 of these bounties to snag 10 points.

CUSTOM MADE

GAMER SCORE: 5

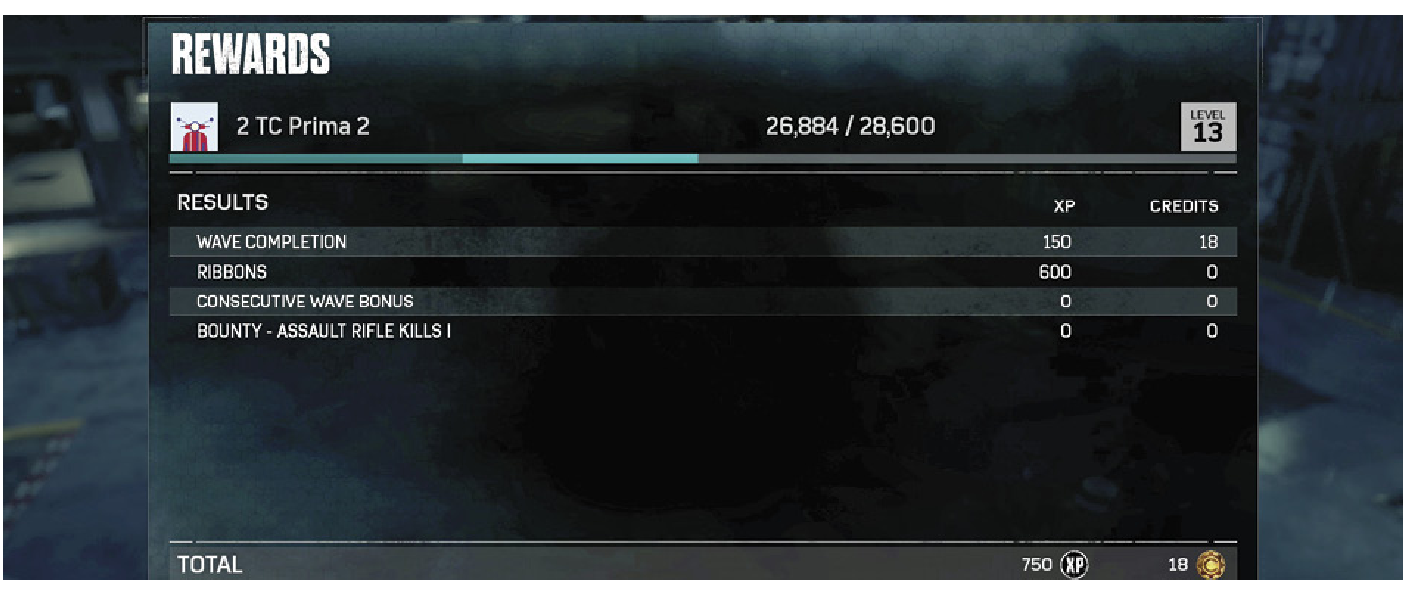
Win a match using a non-Starter Character and non-default Weapon Skin. Unlock a new character and weapon skin by purchasing Gear Packs from the Store. In Versus mode, select these new skins and win a game.

General Achievements

The rest are earned across all of the modes. Credits are earned by playing all modes of *Gears of War 4*. Compile 100,000 Credits to get three more Achievements.

NAME	GOAL/REQUIREMENT	GAMER SCORE
It's a Start	Earn 1000 Credits lifetime	5
Moving on up!	Earn 10000 Credits lifetime	10
I'm Drumpf	Earn 100000 Credits lifetime	20

For this table, level up your profile by playing *Gears of War 4*. Once you reach level 50, you gain the ability to Re-up and return to level 1. Play a whole lot of the game to earn all of the following.



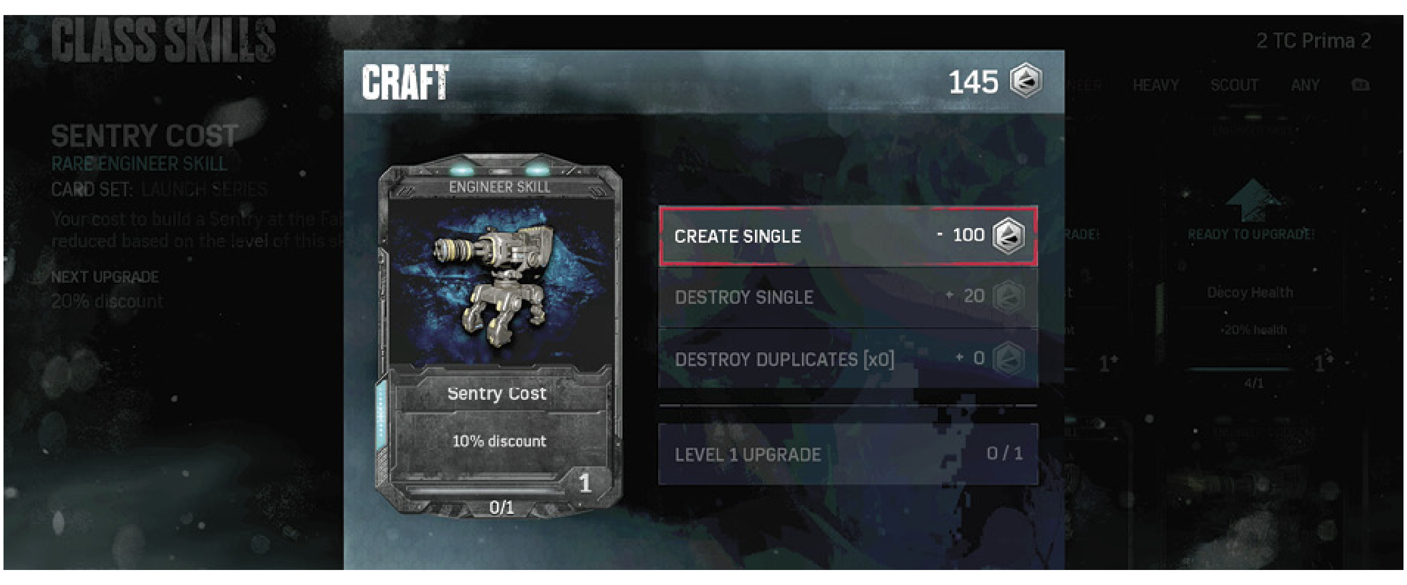
REWARDS

2 TC Prima 2 26,884 / 28,600 LEVEL 13

RESULTS	XP	CREDITS
WAVE COMPLETION	150	18
RIBBONS	600	0
CONSECUTIVE WAVE BONUS	0	0
BOUNTY - ASSAULT RIFLE KILLS I	0	0
TOTAL	750	18

NAME	GOAL/REQUIREMENT	GAMER SCORE
Level 10	Reach level 10	10
Level 50	Reach level 50	25
Thank You, Sir. May I Have Another?	Re-up one time	10
Please Sir, Can I Have Some More?	Re-up ten times	100

The following requires you to craft a Legendary card. Note that you must own the card to craft it and 1600 Scrap is required to make a Legendary.



CRAFT 145

CREATE SINGLE - 100

DESTROY SINGLE + 20

DESTROY DUPLICATES [x0] + 0

LEVEL 1 UPGRADE 0 / 1

NAME	GOAL/REQUIREMENT	GAMER SCORE
Craftsman	Craft a card	5
Master Craftsman	Craft a Legendary card	10

ZEN AND THE ART OF RELOADING

GAMER SCORE: 5

Perform 25 perfect active reloads. After performing a Perfect Active Reload in Versus mode, there is a short cooldown before it can be done again. A white bullet just to the right of the ammo counter notes when it is ready. During a reload, tap RB when the sliding white line matches up with the white mark inside the meter.

NOW THAT'S A KNIFE!

GAMER SCORE: 5

Kill 10 enemies with combat knife after yanking or kicking. With an opponent crouched behind a short barrier, there are three ways to get a knife execution. 1. Crouching opposite the enemy, press when the Yank icon appears to pull him to your side. 2. In the same position just opposite a foe, mantle the wall to kick the player. 3. Running at cover where an opponent hides on the other side, perform a Vault Kick to knock him back. As long as you are not countered, quickly press the button to knife the stunned opponent.

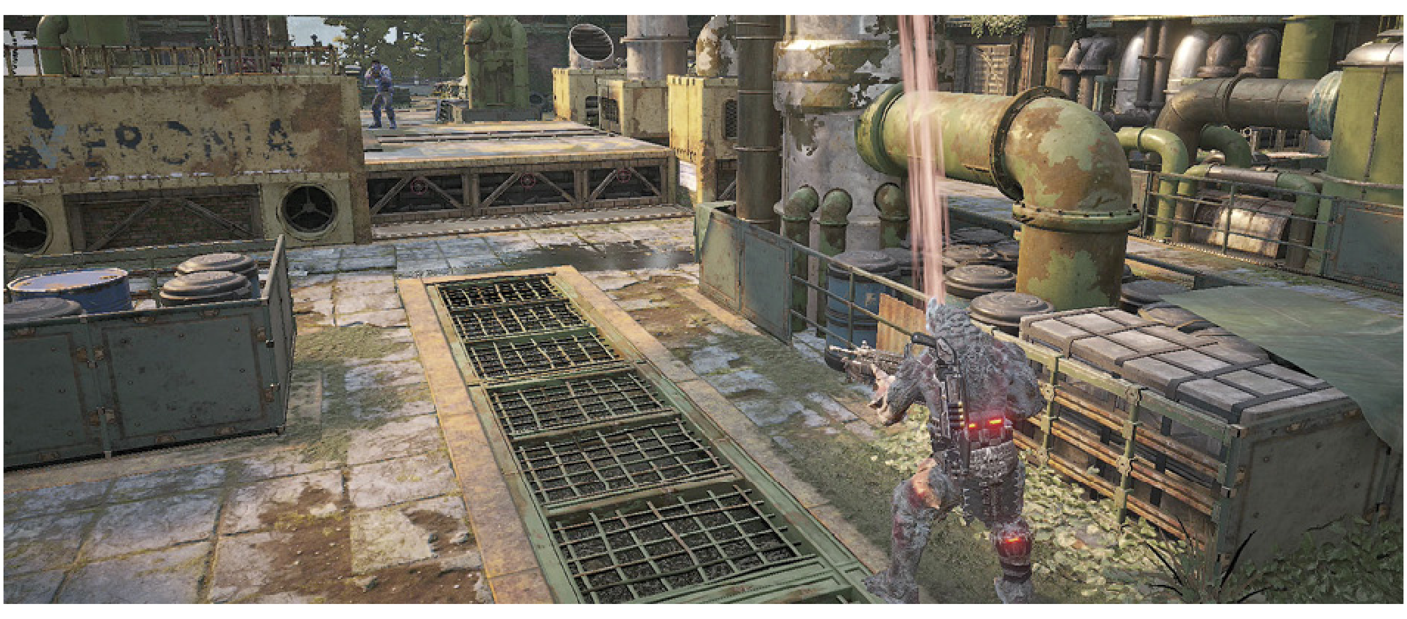
WHOOMP, THERE IT IS!

GAMER SCORE: 5

Knife execute an enemy that was yanked over cover by another player. Allow a teammate to yank an enemy over a barrier. Instead of that player finishing the foe off, you perform the execution.

DROP THE BEAT...DOWN

GAMER SCORE: 5



Get three Dropshot headshots. Drop an explosive from the Dropshot directly onto an enemy's head. This requires very good aim and an opponent who decides not to dodge the attack. Find someone hiding behind cover for the best chance. Of course, there is also luck. Or just set the scene with a buddy.

TRIPLE PLAY

GAMER SCORE: 5

Kill three enemies with a single Buzzkill shot. A buzzsaw flies through the air for a short while, slicing up any enemy that gets in the way. Line up three foes or shoot the blade into a crowded, confined space to get multiple kills. Finish off at least three enemies to get Triple Play.

SERIOUSLY 4.0

GAMER SCORE: 200

Insane Campaign, Horde all maps, all Ribbons, rank every playlist, max classes, Re-ups and five Skills. This is the ultimate Achievement, requiring you to master Campaign, Horde, and Versus modes.